

CHAMPIONS[®]

NEW
MULTI GENIUM



Issue # 3 Vol. 5





ON

Champions®: The New Millennium

Standard Fuzion™ Settings for this Reality

[Alter at your Own Risk]

OFF

Note: The following settings are guidelines for the New Millennium™ reality. GMs reserve the right to alter or otherwise change the settings of their Fuzion™ campaign.

ON

Complications

ON

Wealth

ON

Rule of X

OPT

Speed

OFF

Impairing Wounds

OFF

Mecha Rules

Inactive

Inactive

CAMPAIGN STYLE	PTS. PER CHARACTERISTIC
<input checked="" type="checkbox"/> INCREDIBLE (OLYMPICS, ACTION MOVIE)	7-8 PTS.
<input type="checkbox"/> LEGENDARY (BLOOBUSTER ACTION MOVIE)	9-10 PTS.

CAMPAIGN STYLE	OPTION POINTS
<input type="checkbox"/> HEROIC (TV ACTION SHOW)	40-50
<input checked="" type="checkbox"/> INCREDIBLE (OLYMPICS, ACTION MOVIE)	50-60
<input type="checkbox"/> LEGENDARY (BLOOBUSTER ACTION MOVIE)	60-70
<input type="checkbox"/> SUPERHEROIC (COMIC BOOKS, MYTHS)	70-100

CAMPAIGN STYLE	COST OF MARTIAL ARTS
<input checked="" type="checkbox"/> MARTIAL ARTS ARE COMMON	x1
<input type="checkbox"/> CHINESE ACTION THEATRE (EVERYONE HAS MARTIAL ARTS)	x0.5

CAMPAIGN STYLE	RULE OF X
<input type="checkbox"/> HEROIC (TV ACTION SHOW)	18
<input type="checkbox"/> INCREDIBLE (OLYMPICS, ACTION MOVIE)	20
<input type="checkbox"/> LEGENDARY (BLOOBUSTER ACTION MOVIE)	22
<input checked="" type="checkbox"/> SUPERHEROIC (COMIC BOOKS, MYTHS)	24

CAMPAIGN STYLE	KNOCKBACK UNIT IN M/100
<input type="checkbox"/> INCREDIBLE (OLYMPICS, ACTION MOVIE)	2
<input type="checkbox"/> LEGENDARY (BLOOBUSTER ACTION MOVIE)	3
<input checked="" type="checkbox"/> SUPERHEROIC (COMIC BOOKS, MYTHS)	4

CAMPAIGN STYLE	MULTIPLY PERK BY
<input type="checkbox"/> VERY HIGH IMPACT	x4
<input type="checkbox"/> HIGH IMPACT	x3
<input type="checkbox"/> MODERATE IMPACT	x2
<input checked="" type="checkbox"/> LITTLE OR NO IMPACT	x1

POWER LEVEL OF UNIVERSE	POINTS
<input type="checkbox"/> POWERS ARE SPECIAL (HEROES ARE RARE)	20-30
<input type="checkbox"/> POWERS COMMON (TYPICAL COMIC BOOK)	30-40
<input checked="" type="checkbox"/> POWERS ARE EVERYDAY (A POWER-BASED SOCIETY)	40-50
<input type="checkbox"/> COSMIC POWERS (OFF THE SCALE)	60+

CAMPAIGN STYLE	MODIFY CURRENT STR BY:
<input type="checkbox"/> INCREDIBLE (OLYMPICS, ACTION MOVIE)	+0
<input type="checkbox"/> LEGENDARY (BLOOBUSTER ACTION MOVIE)	+1
<input checked="" type="checkbox"/> SUPERHEROIC (COMIC BOOKS, MYTHS)	+2

CAMPAIGN STYLE	AUTOPHRE RATIO
<input type="checkbox"/> INCREDIBLE	2
<input type="checkbox"/> LEGENDARY	3
<input checked="" type="checkbox"/> SUPERHEROIC	4

Inactive

Inactive

Inactive

Inactive

Inactive

WE FOUND THE GOONS, BUT NO SIGN OF THE BLACK PALADIN. KEEP YOUR EYES PEELED.

ROGER THAT.

HEY, ISN'T THAT...

FH-TOOM!

QUANTUM?
DEFENDER? ARE
YOU OK?

EVER HEARD
OF DODGING,
DEFENDER?

TRY IT
SOMETIME...IT
WORKS!

Aaa,
BEHEMOTH...
WE'RE FINE.
WE'LL BE
RIGHT OUT.
HOW YOU
DOIN'?

OOF!

SORRY

IT COULD BE A
LOT BETTER.
HEH. YOU
KNOW...OUR
FILES NEED A
LITTLE
UPDATING.
OUT.

GYROS
KNOCKED
OUT AGAIN.



I HEARD THAT!

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AND HIS FRIENDS DIDN'T LOOK LIKE WIMPS.



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Chargin'

THE NEW CHAMPIONS AGAINST THE BLACK PALADIN AND HIS GANG! THAT WAS MY OPPORTUNITY TO STRUT MY STUFF! AND THEY REALLY NEEDED THE HELP. THAT DRAGON WAS TEARING THEM APART...



YEAH, YOU CAN'T IGNORE THE PALADIN, BUDDY. NOT ANYMORE. I'LL TELL YA, HE SURE AS HELL MUST'A BEEN TAKING HIS VITAMINS. LET YOU IN ON MY OWN SECRET THEORY...I DON'T EVEN THINK IT'S THE SAME GUY.

NO WAY IT'S THE OLD WIMP THEM ACADEMY KIDS TRASHED LAST YEAR.

WHATEVER. THIS WAS STILL MY BIG CHANCE!



...AND I BLEW IT!

SO WHAT HAPPENED? HOW'D YOU MAKE OUT?

AWWW...BY THE TIME THE STUPID ELEVATOR GOT TO THE TOP FLOOR, THE FIGHT HAD MOVED TOO FAR AWAY.

I COULD NEVER CATCH UP!

MAN...IF ONLY I COULD FLY.

YUP, NO DOUBT ABOUT IT.

YGOTTA BE ABLE TO ZIP AROUND PRETTY FAST IF YER GONNA MAKE IT IN THE SUPER-HERO GAME.

I REMEMBER THE OLD MOB... NOW THEY HAD THAT ROUTINE DOWN PAT.

GOLIATH...HE'D JUST WALK OVER BUILDINGS.

THE CHAMPIONS...THE ORIGINAL CHAMPIONS. MY GOD, WHAT A TEAM..!

BUT THEY HAD TO BE TOUGH GOIN' AGAINST THE KIND'A CREEPS THAT WERE ALWAYS TEARIN' UP THE CITY OR TRYIN' TO TAKE OVER THE WORLD.

IF IT WASN'T THAT MONSTER, GROND, IT WAS THE HORDES'A FREAKIN' VIPER, OR MECHANON, OR THE ULTIMATES! THOSE GUYS NEVER GOT A BREAK.

WELL...OK, MAYBE ONCE IN A WHILE. REMEMBER WHEN OL' DOC DESTROYER AND EUROSTAR FIGURED IT'D BE A GOOD IDEA TO TEAM UP AND CONQUER EVERYBODY? YEAH, THERE WAS A MATCH MADE IN HEAVEN!



'COURSE WHEN THEY WENT AT EACH OTHER'S THROATS, THE TEAM STILL HAD TO STOP 'EM FROM DEMOLISHIN' ALL'A DOWNTOWN.

THAT WAS THE OLD DAYS, BEFORE THAT DAMNED PROPRIETOR WAR.



...I'M STILL GETTIN' USED TO THE NEW TEAM.



YAH, KID, LET ME TELL YOU. THINGS ARE DIFFERENT NOW. YOU GOTTA BE ON THE BALL...

SWEET MOTHER'A GOD!





MOVE IT...QUICK! BEFORE THE FREAK GETS MAD!!



BUT YOUR CAB...?

WHAT...ARE YOU CRAZY? I WORK IN BAY CITY...OF COURSE I HAVE PARA-INSURANCE!

BUT WHO... WHAT IS HE?

IT'S PSION! NOW SHUT UP AND RUN!

WORACH!



REEEE

ZICKA





WELL, LOOKS LIKE YOU DID A GOOD JOB, SON. NEW TO THE CITY, HUH?

LOOKS LIKE IT'S ALL CLEAR, CAPTAIN. WE MISSED IT.

UHMM...I'M...UHMM...

WE'D LIKE TO START A FILE ON YOU, GET THINGS GOING WITH A REPORT ON THIS BUSINESS HERE.



YOU SHOULD ALWAYS TOUCH BASE WITH THE LOCAL PARA-TEAM IN A NEW CITY. AND HELP US AT GUARD KEEP UP WITH THINGS.

DO YOU FLY?

NO PROBLEM. WE CAN GIVE YOU A LIFT.

...JUST TRYING TO GET TO CHAMPIONS HEADQUARTERS.

UHMMM...



THANKS AGAIN FOR YOUR COOPERATION. SORRY IT TOOK LONGER THAN I EXPECTED.

JUST...UH, GLAD I COULD BE THERE.

GOOD LUCK WITH THE CAPES. WE SURE CAN USE THE HELP!

THEY DON'T JUST LET ANYONE IN THE CHAMPIONS. THIS IS THE REAL BIG-TIME. HOPE YOU'RE UP TO IT, HERO.



ABOUT THIS EDITION

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WHAT'S IN THIS?

Welcome to the new **Champions World...not the same as the old World!** This is **Book One** of our new campaign series, and while it will have elements from previous books and modules, let us assure you that it's a whole new ball game. Yup, even a lot of the names have been changed, innocent or otherwise. In comic-book terms, what we're doing here is called a *revitalization*.

Great term that...revitalization. It gives us carte-blanche to re-approach all of our old material with an eye towards what works best and makes a good campaign. It allows us to rethink the structure of the world, tighten the continuity, and remove conflicting elements.

We wanted a story-driven, role-playing world that wouldn't drop the ball on action, character development, coherent background, and series growth. We figured that's what you want too. Whether you're new to Champions or an old-time player, this is where it all starts. Grab your dice and let's go.

Campaign-wise, this is the first appearance of Bay City, hub of super-hero and paranormal activity in the West Coast area of the United States. Here you'll encounter the **Champions**, the premier super-hero team on the planet, and the main focus of this book. Whether you and your players want to use the characters we provide or create heroes of your own, this book contains all you need to start a new campaign or jump-start your old one.

Heroes need a headquarters and vehicles and that's all here. They need allies and enemies and we've got them too. These days they even need a proper social, economic, and political plan to exist in this ever-changing, complex world...so we show you how all that stuff works. This is a team-oriented campaign...you just plug in your characters or our own (and make 'em yours) and you're ready to roll.

Paranormals don't just grow on trees. We'll show you where they came from as well as some of the world's super-history. You'll see how to create characters that fit in with the campaign and tie in with the ongoing story-lines. Why be some side-bar, second-banana, nobody hero that can't even eke out a measly back-up feature in somebody else's comic! Hah! Read our guidelines and you'll be running a must-have, double-bag character in no time!! Isn't that what role-playing is all about?

Now get on out there and stomp Evil!

—Bruce and the crew at Hero Games

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Visit the New Millennium web site at:
<http://www.herogames.com/cnm>

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More information about Fuzion and the Hero System can be found at the Hero Games Web site:
<http://www.herogames.com>.



WELCOME TO CHAMPIONS HEADQUARTERS



CHAMPIONS ONLINE DATABASE:

Fistfire Enlistment Transcript:

Recorded: 1800hrs, 6/13/2002

FISTFIRE: Ahh...excuse me, please.

PHELPS: Over here, sir. My name is Thomas Phelps. I process all the new applicants. Fortunately Capt. Macready of the Guard let us know you were coming. Now let's see...your name was...?

FIST: Uhmm..Fistfire.

PHELPS: Hmm. Sure you want to go with that?

FIST: I'm...not exactly *married* to it or anyth...

PHELPS: Fine...Ah...Did you put that costume together yourself?

Fist: (mutters) I knew it...

Phelps: Well, not to worry. The Champions contract work from one of the finest hero-fashion design firms in the nation. If it comes to that, we can get you fixed up in no time. Now...let's get down to business. I'll need you to fill out these forms here, you know, information about your powers, experience, etc., etc. You can glance at them while you're scanning our online database presentation.

FIST: Online... presentation...?

PHELPS: Yes, and do please pay attention to it. Some of the material, I'm sure, will be old news to you. But we've found it's best to start from a solid foundation in the basics. We want all new applicants to understand fully what it means to be a super-hero.

FIST: So..heh-heh, is there going to be a quiz?

Phelps: Ha-ha...Yes, of course. Now, after that we'll put you through a short session in the Chaos Chamber...

FIST: The...the Chaos...?

PHELPS: Perfectly safe, I assure you. And then...well, we'll be in touch.

FIST: Is all this really necessary..?

PHELPS: Oh, is there a problem? Perhaps you expected just to beat up one of the team and you're in? That's the Corsairs...this is the Champions! Get out of the last century, Fistfire, it's the new millennium.

PHELPS: Now please have a seat, the program will begin shortly. Aaah, popcorn is extra. (pause) Heh...my little joke.

FIST: You're a riot, Phelps.

PHELPS: So I've been told. Let's begin, shall we?



▼ **CHAMPIONS ONLINE DATABASE:** Paranormals have existed throughout history, though generally they have kept their existence hidden or have simply fallen to legend and myth. With the arrival of the twentieth century, however, this situation changed. The bonds of energy and power which had long infused our world began to manifest more commonly with powers and abilities that set certain men and women far beyond normal humanity. By the 1930s, you'd have had to be pretty blind not to notice.

Editorial (San Francisco Chronicle 10/14/34): Masked Vigilantes Rescue Justice

COMPARATIVE TEMPERATURES			
Monday			
San Francisco 65	San Diego 70	Los Angeles 75	Chicago 55
Portland 60	Seattle 65	Denver 50	St. Louis 55
Minneapolis 45	Philadelphia 60	Boston 55	Washington 55
San Francisco 65	San Diego 70	Los Angeles 75	Chicago 55

San Francisco Chronicle

LEADING NEWSPAPER OF THE PACIFIC COAST



JACK MAC CAFFERTY SPEAKS OUT

Citizens feel a lot safer in their homes and on the streets these days in The City. But don't go thanking the Chief of Police and certainly not the Mayor. If Sherman Hall had anything to do about it, things would be pretty much the way they had been. That is to say, more of our "in-by-Five-out-by-Six" jails, closed-door deals, late-night phone calls, and no law or safety for decent folk.

All law-abiding citizens owe a debt of thanks to the mystery men known only as The Laughing Man and Gallows, for choosing our city as the place to hang their capes. We should all get down on our hands and knees and thank them.

There's been quite a bit of talk from our so-called civic-leaders during the last few weeks about the dangers of vigilante-justice, claiming that such men make a mockery of our laws and act as a threat to the police. It has been further suggested that these men be hunted down and captured with great expedition. The police, it has been further suggested that these men be hunted down and captured with great expedition.

Seems that when the crime-lords start feeling the pinch, one quick phone call to the police will result in any efforts to arrest mobsters such as the so-called Top Man, Slane Gray, and the others. It has been further suggested that these men be hunted down and captured with great expedition.

And it's not just here, there's the Crimson Mask in New York, Guardian and Shaman in Chicago. Nationally, all the right people want to shut down

U.S. Military Intelligence Memo (3/17/39)
 Subject...German scientists' newest success in genetic alterations: The Flame. Controls fire as both a powerful offense and defense. Can produce heat capable of melting an armored tank to its core. Joining Over-Man and Grendel in acts of terror and destruction throughout Europe. Funding for Operation Beta must be increased.

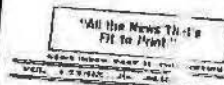
Story (Hollywood Parade 10/24/36):

Germany's Over-Man Wrestles Guardian for Charity

Continuing his tour of America, Over-Man, hero of the German people, spent a week in Glitter-Town. He and his entourage were wine and dined by some of Hollywood's finest, including the swash-buckling-star, Nathan Rigel and beauty-queen, Emelia Hart. A good-will appearance Saturday at the local Children's Hospital even brought out the dashing crime-smasher, Guardian.

Having claimed to be the world's most perfectly developed man, Guardian was challenged to an exhibition bout of wrestling by the German. With many of the gathered stars putting up friends to benefit the hospital, of course, how could Over-Man (while it

Front Page Headline (New York Times 5/3/38):



The New York Times

BLUE SAPPHIRE SAVES BROOKLYN BRIDGE!

HISTORICAL TIME LINE:

Sept. 14, 1909: Harry Houdini publicly admits that the unusual "talents" of Sir James Croft defy scientific explanation and are authentic examples of the supernatural.
Feb. 2, 1911: The Brotherhood Arcane emerges from years of inactivity.
Apr. 15, 1912: British ocean-liner, the Titanic, sinks in Northern Atlantic. 1,513 die.

July 24, 1914: World War I begins.
March 1917: Russian Revolution.
Nov. 11, 1918: World War I ends.
Oct. 28, 1919: Volstead Act passed by Congress, ushering in Prohibition.
Nov 1922: Archaeologists Howard Carter and Lord Carnarvon uncover Tutankhamun's Tomb.
Aug. 6, 1923: The Dark Pharaoh awakens from his centuries-long rest.

Oct. 24, 1929: Black Thursday, the Stock Market Crash, leads to the Great Depression.
July 12, 1932: Masked vigilante, Crimson Mask, appears in New York to battle crime.
March 5, 1933: Hitler comes to power.
Nov. 19, 1933: The Whisperer's voice is first heard across the land.
Jan. 12, 1936: Blue Sapphire, the world's first super-hero, appears in New York.

Aug. 29, 1936: German Scientist, Dr. Karl Volgar, creates OverMan in hidden laboratory.
Sept. 15, 1937: The Sorceress replaces Sir James Croft as the Lodge's public "hero."
Feb. 16, 1938: Panstar Industries is opened.
Nov. 12, 1938: Grendel, the second subject of Dr Volgar's experiments, is born.
Sept. 3, 1939: World War II begins.

Story (London Times 4/27/41):

ROYAL EDITION

The Times



GRAIL KNIGHT SMASHES SECRET NAZI CELL IN YORK

Once again England's premier hero, our own Grail Knight, has taken the war to the enemy. Not only did he thrash Jerry menace, The Black Claw, within an inch of his life, but also took his whole Nazi organization in York to the wall.

The Black Claw was another fearsome creation from the twisted mind of Germany's top geneticist, Dr. Kas Volgar. But his mission to spread fear and terror on British soil ran up against the brick-like fists and slashing sword of The Grail Knight. His warped, science-wrought st... didn't stand up to the Spirit of the English Lion!

Story (Stars and Stripes 3/12/45):

WHERE IS CRUSADER?

As our boys continue to roll towards Berlin and victory in Europe seems all but inevitable, many in the armed forces continue to wonder what has happened to one of their favorite heroes. No one has seen him since he led an elite covert team into the heart of the Fatherland on a mission which, while not getting specific here (military secrets and all), was at least considered a smashing success. The entire infiltration team is known to have returned uninjured and flush with victory, but not a one of them are able to shed any light on the mystery. "After a point," assured one of the commandos in his report, "We really were home free! The Krauts were running just about every which way but anywhere near our location. All I can tell you is, one moment he was with us and the next moment he wasn't!" The rest of the squad have also given assurances that Crusader could not have run afoul of the enemy without any of them noticing. But this is small assurance to the men who miss the presence of the bold, forthright hero they've come to respect and admire. "Some of these guys in tights that have come over here, you just can't talk to 'em," explained Cpl. Holly of the 101st Airborne Division. "But Crusader, the way he talked to you, his moves and the look in his eye; this was a guy that knew what war and battles are all about."

Front Page Head (New York Times 8/14/44):

"All the News That's Fit to Print."

The New York Times

L.A. CITY EDITION Section 1

MAJOR VICTORY DEFEATS OVER-MAN IN FRANCE!

HISTORICAL TIME LINE:

- Jan. 4, 1940:** The Grail Knight becomes England's greatest champion.
- Dec. 7, 1941:** Japanese attack Pearl Harbor, drawing the United States into war.
- Feb. 16, 1942:** Operation Beta responsible for both Major Victory and Captain Lightning.
- June 6, 1942:** Hannya Island project opened by joint effort of Nazi Germany and Japan.
- Dec. 2, 1942:** Crusader appears in this century, joining Allied troops to fight Germans.
- May 3, 1943:** Red Hawk becomes Russia's first paranormal.
- July 13, 1943:** The Destroyer is freed from his millennia-long imprisonment.
- Mar. 2, 1944:** The Emissary nearly kills Hitler, disappears with The Flame.
- June 22, 1944:** Founding of Invisible Empire.
- June 5, 1944:** Allied assault at Calais led by super-powered forces fails to gain a beachhead, many supers are slain in the attempt.
- June 6, 1944:** Allies successfully invade Europe at Normandy with conventional forces.
- May 8, 1945:** Germany surrenders.
- July 16, 1945:** First atomic bomb exploded at Alamogorda Air Base in New Mexico.
- Aug. 14, 1945:** Japan surrenders.
- Jan. 29, 1946:** Inauguration of the United Nations.
- Apr. 18, 1946:** Official dissolution of the League of Nations.
- Aug. 22, 1946:** Russia announces creation of Soviet paranormal project.
- Mar. 13, 1947:** Kraan scout-ship sent to Earth.
- July 12, 1947:** Survivors of Reich form AXIS.
- Aug. 2, 1948:** Un-American Activities Committee investigates alleged communist infiltration of government.
- Aug. 12, 1948:** The Spyre Siege.
- Sept. 23, 1949:** Announcement that Russia has exploded its first nuclear bomb.

THE 400's

German Intelligence Memo: Following the disaster of the Emissary's "execution," the Fuhrer has directed that no more Allied paranormals be taken for capture. Any such creatures are to be executed on the spot!

▼ **CHAMPIONS ONLINE DATABASE**: By the end of W.W.II, many of the paranormals on both sides had been slain. None of the Nazi "heroes" survived, according to all official reports. The Grail Knight made his famous, final declaration and then disappeared. The heroic pair who called themselves The Sentinels were reported dead so often that they decided to take on yet another new guise. Red Hawk flew for Mother Russia until 1948 when he was forced to abandon his country and search for peace in distant places. Only the American Heroes realized a post-war success.

Front Page Story (Washington Post 7/18/49):

MAJOR VICTORY SAVES SENATE

AMERICA'S HERO NABS SOVIET VILLAINS

(Washington) Red agents' dreams of blowing up the Senate were snuffed out by Major Victory yesterday. Fear filled the hallowed halls as the terrorists' threat interrupted the day's crucial session. But communist hearts sank when Victory entered the chamber.

Russian-bred paranormals Hammer and the Proletariat were hurled against the Major but were no match against his superior strength. Armed spies attempted to make a prisoner of Senator Daryl Campagne (D-NY) but were slowed by his quick-thinking aide, Patrick Henderson. Major Victory quickly took advantage of the delay in throwing the communist

Tabloid Article (The New Voice 3/53):

Who Wears the Mask?

by Jeff Marrow

It's been rumored for years, and denied for just as long, but it's the question that won't go away. Is the man we call Major Victory the true hero that first emerged in 1942? His mission then was to be a symbol of our nation and a counter to the villains of the nazi war-machine. Almost all of his exploits are well-documented and he proved his worth to his nation time and time again.

But why do so many mysteries remain regarding his mission to Berlin in late 1944, following his successful rout of Over-Man? And why was it more than a month later before Americans saw their favorite hero once more? Was it the same man as he and the government have always insisted, or did another don the well-known cape and mask?

Tornado, an ally of the Major's from many battles, first broached the matter. And no less than England's Grail Knight agreed with the frightening theory. Neither of them are still able to answer the concerns and fears for the fate of their nation. The question that must be asked is: Is there a more sinister plot?

WRITER KILLED IN CAR CRASH

(San Francisco Chronicle 1/13/56):
Jeff Marrow, investigative reporter for *The New Voice* was killed yesterday in a car crash.

Front Page Story (New York Herald 12/13/54):

UNTIL RECEIVES CHARTER

Senator Daryl Campagne (D-NY) and Lord Pembley of Great Britain officially opened UNTIL today. Campagne beamed as he cut the ribbon for the UN-sponsored program, chartered to deal with international problems of paranormals and unusual uses.

Campagne and Pembley have long petitioned to bring this about, beginning from the earliest days of the United Nations. Both used their considerable international influence to cut through the many concerns and obstacles presented on both sides of the Iron Curtain. But even the Soviets were won over by the impassioned pleas.

"We are living in a new world," spoke Pembley at the U.N. "A world in which individual men can fly and level buildings and emit energies which can demolish. Perhaps one day these powers will be great to upset the structure of nations and governments. There must be an understanding of them, a sense for them, and if necessary, a force to deal with them."

UNTIL's charter has been shaped and debated for months, allowing the new organization an unusual status of autonomy in the investigation of paranormal

appeared in the (R-VA) consid-

The Washington Post

CAPT. LIGHTNING HALTS RUNAWAY TRAIN

FINAL

At Presses of the City
 Distributed by: Foreign U.S.
 City: State: U.S.
 Country: Post Office:
 Address: Phone:
 Name: Title:

The 50's

HISTORICAL TIME LINE:

- June 25, 1950: Korean War begins.
- Oct. 31, 1952: First hydrogen bomb exploded at Eniwetok Atoll in Pacific Ocean.
- Apr. 25, 1953: Francis Crick and James Watson discover structure of DNA, the blueprint for life.

- Dec. 13, 1954: UNTIL receives charter.
- Oct. 24, 1956: The Suez Crisis.
- Nov. 4, 1956: Soviets crush Hungarian rebellion.
- Sept. 10, 1957: VIFER is formed from the union of a number of business and political leaders.
- Sept. 21, 1957: USSR launches Sputnik 1, the first man-made satellite.

▼ **CHAMPIONS ONLINE DATABASE**: 1964 ushered in the modern super-heroic age with the appearance of the **Promethians**, the first team of paranormals. They worked closely with certain branches of the US government and performed most of their missions and adventures well out-side of the public eye. Thus they never enjoyed the fame and popularity of the original **Champions**, who formed their own team three years later.

PLAYBOY INTERVIEW: MISTERIOSO

a candid conversation with the master of Mysticism and Magic

PB: Atlas was looking a little wild-eyed as he sailed into the Black Paladin during your last fight. A story there?

Misterioso: Well, the Paladin and his team, the so-called Masters of Fortune...they've been a real drag for a long time. A lot of bad blood...ah, dirty tricks and such have been pulled over the last two years. Let's just say Atlas considered it payback for the Paladin's last payback.

PB: You don't seem to get quite as wound up as some of your teammates.

Misterioso: As a Master of Magics and Explorer of the Unknown, I have a certain responsibility to retain a sense of calm, an aura of peace and inner...aaaahh, what's the word?

PB: Cool?

Misterioso: Yeah, that swings.

PB: How do the Promethians' adventures usually start?

Misterioso: Man, I could tell you stories...!

PB: That's why we're here.

Misterioso: mmmm...oh wow. There was our first encounter with the mysterious Khan...that took us all across the world and it all started while making the scene at the Village Vanguard.

PB: Really? Who was playing that night?

Misterioso: Trane. He and the new band were in a real groove.

PB: Oh, so you were there? Any other jazz fans on the team?

Misterioso: No, they're all too uptight.

PB: Now this mysterious Khan...I've never heard of him.

Misterioso: Yeah baby, he does like to keep a mysterious scene. And as usual, we're all sworn to secrecy...don't want to start a world panic or anything. Wow man, bad vibes.

PB: But then, why are you telling me this...?

Misterioso: Spitfire figures nobody really reads your magazine (laughter).

PB: Well, you did say the others are rather out of it!

Misterioso: Of course I believe that knowledge and enlightenment lead to a higher level of consciousness. It's a real bummer to stifle mankind's growth by suppressing the vital myths of the day.

PB: You mean...?

Misterioso: Listen up, my man! I've got the straight dope, right here.

PB: Now your newest member, Specter, was something of a replacement for one of the team's founders, the Cometeer who...well, betrayed you all and became a leader of the villainous organization, Axis.

Misterioso: Yeah, very uncool trip there. Just in case the team does read this I hasten to mention that I am still exploring the arcane nature of the Cometeer's new powers and should have answers soon. So quit buggin' me.

PB: Getting back to Specter.

Misterioso: I dig it. You want me to bring up the fact that he's the first Black super-hero to get you off the hook, right?

PB: Thanks.

Misterioso: Specter is deeply aware of his responsibility to his community and people.

Having to be an example, an ideal for other Cats to look up to and respect...I suppose it keeps him from heading down south and busting a few choice beads. Too bad the obscure nature of most of our work, the hidden places and off-world adventures, must be a real drag to his more spiritual goals.

PB: Did you say off-world?

Misterioso: Did I? Hey man, don't listen to me.

PB: I think this is something which would be of great interest to our readers.

Misterioso: No doubt. Ok, gaaaaze into my medallion. Yessss...

PB: uhhh...So, ah, tell me what you think about the new team-on-the-block, the Champions.

Misterioso: 'ch...Too much wow and bang for me. I give 'em a year, tops. We've only met them once.

PB: Fight?

Misterioso: What else, baby? Atlas and Dragon started mixing it up and we all felt, like, compelled to jump in.

PB: Did you win?

Misterioso: We wound of teaming up for the greater good of mankind.

PB: Did you win?

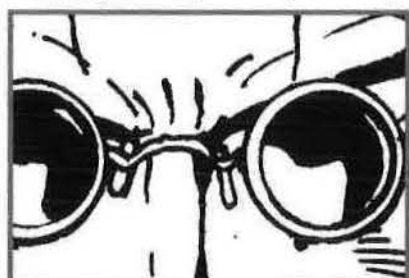
Misterioso: Like, the looming menace of the Lords of Chaos became the greater issue.

PB: Did you win?

Misterioso: Consider...in the quasi-ephemeral sense of things, are such matters truly important?

PB: So you lost?

Misterioso: I certainly didn't say that.



HISTORICAL TIME LINE:

- Aug. 22, 1962:** Red Monday
- Nov. 22, 1963:** President John F. Kennedy assassinated.
- Feb. 8, 1964:** British rock-group, the Beatles, first come to America.
- June 15, 1964:** Secret government project, Operation Mind-Alive, is opened.

- Aug. 7, 1964:** US Congress passes Gulf of Tonkin Resolution, paving way for war in Vietnam.
- Aug. 13, 1964:** First public appearance of the Promethians.
- Feb. 12, 1966:** The Great Door of Samarkan reopens.
- July 13, 1967:** The Champions first meet to create their new team.

- Nov. 12, 1967:** Guard is announced to the public.
- Apr. 20, 1968:** First Stronghold facility is opened.
- Sept. 22, 1968:** Origin of PSI
- Mar. 30, 1969:** Markus Black, the Warlord, becomes president-for-life of Maraket.
- July 24, 1969:** Neil Armstrong is the first man on the moon.

▼ **CHAMPIONS ONLINE DATABASE:** The majority of paranormals chose to use their powers for personal gain and advancement. For whatever reasons and under whichever cause, the term "super-villain" described them very well.

Story (Washington Post 5/6/69):

The Weather
 Today-Fri., 68° to the near 80°
 Yesterday - 70° to 80° and humid with
 a chance of afternoon showers
 and a chance of rain in the early and
 middle. Temperature range: Today,
 67 to 78. Yesterday: 74 to 81. High, 74.

The Washington Post

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DR. DESTROYER CONQUERS SAN DUVAL!

DEMANDS FULL RECOGNITION AND VETO POWERS IN UN



The citizens of San Duval awoke this morning to find themselves freed from the yoke of the dictator, Enrique Corazon. But there was little cause to celebrate with their liberator being the master-villain, Dr. Destroyer. The oppressive sounds of booted feet marching through the streets were replaced by the heavy clangs of the robot hordes of Destroyer, maintaining his peace and installing his own order. The body of his predecessor hangs from a pole in the capitol square. According to the people's self-professed savior, he is to remain there as a reminder of the squalor and poverty that he forced upon his own nation. Of course it also serves as grim warning against any dissension.

...ksman of the Champions views Destroyer's promises of prosperity and hope as ... from this madman. Human life and dignity mean nothing to him." ... ther with the Champions and other heroes to deal with this threat and oust this ... ssible. Major Victory, semi-retired these last two years, came forward to offer his ... powerful emotions among the gathered heroes. ... Duval have struggled and suffered without freedom for far too many years."

Superhype! Article (4/22/68):
Grond and Eurostar Get Private Rooms in Stronghold

Powerful super-villains used to breaking out of jail shortly after they wake up are due for some surprises thanks to the new Stronghold facility. Built in the scenic deserts of Arizona, it is equipped with state-of-the-art containment chambers and power shields for holding para-nemesis' long past their first arraignment. Since the official sanctioning of Guard six months ago as the United States' task force against unlawful paranormal activity, their technicians and scientists have been working towards the opening of this super-prison. The capes seem pretty excited about this alternative to a deep ditch. Though generally shunning public speaking, Atlas of the Promethians stepped forward to praise the idea of Stronghold. "It's damned well about time."

Article (Time Magazine 9/15/67):

PROFILES IN TERROR

Inside The World Terrorist League of VIPER



"No greater threat to peace and freedom exists today than that which drips from the venomous fangs of VIPER." This is no alarmist view put forth from agents of UNTIL or any of our super-heroes, this is a statement issued from the Supreme Leader of VIPER himself. And given their activities in the last three months, it is not mere hyperbole.

ing. Buildings and factories have been reduced to rubble, business and government leaders have been killed or kidnapped, and planes and ships have been hijacked in daring raids. They strike with deadly speed and accuracy and then disappear without a trace. Their goal is nothing less than total world domination, and the power and reach of their cartel makes them a very real danger indeed. UNTIL is certainly taking them seriously. Chairman Campagne is focusing much of his organization's resources to dealing with this new menace. Sources also indicate that

Headline (Chicago Tribune 11/17/71):
MECHANON KIDNAPS HEIR TO FERRONET FORTUNE

HISTORICAL TIME LINE:
 Aug. 9, 1974: President Richard Nixon resigns from office over the Watergate Scandal.

Aug. 5, 1977: The Invisible Empire is smashed.
 Mar. 12, 1979: The Trepnar rediscover Earth.
 July 20, 1980: The Department of Defense creates Operation: Super-Shell.

Jan. 27, 1983: Odyssey Research Foundation opens.
 May 5, 1985: Mutaphetamine becomes publicly available.

THE 70'S & 80'S

CHAPTER ONE: HISTORY

▼ **CHAMPIONS ONLINE DATABASE:** The very concept of super-heroes suggests a sense of purity and nobility that is difficult to maintain, particularly in the eyes of those without powers. Dark scandals brought down the stature of politicians and businessmen and also tarnished the gloss of paranormals and those chosen to watch over them.

Headline (SF Chronicle 3/17/74):

San Francisco Chronicle

★★★
FIN

Nov. 224

★★★★

10 CENTS GA

STRONGHOLD SCIENTIST FLEES PROBE GENETICIST DR. RICHFIELD FRANCK ACCUSED OF ABUSIVE RESEARCH

Article (Superhype 7/24/84):

Guard Takes Even More Lumps!

As if the scandals involving Col. Benning and other top officers with the Invisible Empire, and the secret alliance with UNTIL and super-team, Vanguard, weren't enough for the poor Guard; along comes AXIS and their infiltration of an organization desperately struggling to rebuild itself. C'mon, you warmed-over fascist-creeps, was that fair?

Obviously the Champions didn't think so, reconnoitering in force with their entire assemblage to hit the AXIS where they live! Even the elusive Promethians came out from hiding to take part in nostalgic nazi-bashing. The main HQ of the AXIS gang and structure for their control of Guard was tucked away in a mountain hideout in upper Idaho, but you'd have to look pretty darn close to find any trace of it following the epic battle-royal.

Goliath of the Champions said that different paths have brought both teams onto the same trail and, following brief punch-up, they decided to work together. Why let federal warrant stand in the way? "We've had friends of Guard for years," boomed the twenty-foot, new team leader, "And we were prepared to do whatever it takes to assure that their hard work and sacred trust wouldn't be violated by the Black Claw and his ruthless gang."

A fiercely ebullient Spitfire spoke for the Promethians before arrests could even be considered, "We finally got that little weasel, the Cometeer! Everything else should work out fine." Questions involving the infamous PSI incident were directed to Misterioso who thoroughly and fully confused the gathered reporters. Again.

A spokesman for Guard, ill-prepared and obviously shaken, offered appreciation for the efforts of the heroes and assured that a thorough house-cleaning was in the offing. Senator Cairo (R-GA), chairman of the Paranormal Committee, later announced that an independent panel would be formed to make a full investigation of the tragedy. "The American public deserves peace of mind with their law-enforcement

Story (LA Times 9/2/77):

CAPT. LIGHTNING IN INVISIBLE EMPIRE!



[Special to the Times] Capt. Lightning, one of America's oldest heroes, stands accused of direct involvement with the Invisible Empire. He was arrested yesterday following a battle with his one-time ally and current accuser, Major Victory.

Lightning's shock and outrage were evident as Victory burst into the Anaheim Skye Club where Lightning was making a public charity appearance. His denials fell empty against the weight of the evidence which Victory hurled at him. Powerful bolts of electricity soon began to shoot across the room.

Onlookers were stunned as Victory strode through energies clearly intended to kill and closed quarters with his foe. Expressing his fury and anger at the nation's betrayal with every blow, he brutally battered Lightning into unconsciousness. Those who had seen both heroes in action before claim they had never seen the Major in such a state of fury or the Captain expressing such absolute helplessness and fear. In a few brief moments it was over.

But the search and dismantling of the far-reaching Empire continues, and Major Victory is leading the struggle with a greater intensity and effort than he has shown since 1969, and the successful ousting of Dr. Destroyer from San Duval. He has forsaken formal interviews and ignored commentary regarding his apparently increased strength and resistance. "Deeds and actions will be my vocabulary," he said.

Since the break-up of the Empire's plans for political and economic domination of America in early August, many of the nation's most high-ranking and influential citizens have been arrested for complicity in this plot. Senator Hatchfield (D-OR) surrendered himself last Tuesday. His confession implicated others, most notably Col. Christopher Benning, chairman of Guard, who subsequently made the grim decision to take his own life.

News Commentary from Tom Brokaw [Date: 3/15/79]

... Campaigne of UNTIL violated his own self-penned charter in making secret pacts with the United State's Guard. Foreign and domestic govt. officials as well as members of the paranormal community expressed concern regarding the delicate nature of the information exchange. Sources suggest secret identities and certain family histories have been the focus of intense studies..."

Article (Teen Rave, June 1999)

Readers Rate the Kids of the Arcadian Academy

Since their danskin-debut in April, the newest Capes of Bay City have been staking out headlines and showing the older generation how to hero in the 2000s. And after thumping the Ultimates and trashing the Black Paladin, you just know that the Champions are starting to sit up and take notice.

Not that the old-guard's first official comment was exactly a revelation. Current team leader and yesterday's news, Dove, had this to say, "While we of the Champions are pleased to see this group of young heroes displaying such a sense of duty and obvious bravery, we can't help but feel a sense of apprehension. The dangers of paranormal conflict are not to be taken lightly and serious injury blah-blah-blah-blah!"

As Shattersky of the Academy put it, "You know, get a life!"

But the next-gen doesn't need a house to fall on them to know a hot thing when they see it. Teen-ravers have been clamoring for input on the Arcadians and are already putting their fave-stamp on their top tights. Fast forward to the future. Bugout is currently topping the list. Breathing down his

Headline (LA Times 1/12/92):

MAJOR VICTORY TAKES ON YOUNG PARTNER

Headline (Hudson City Tribune 10/21/94):

Hero-Cure Worse Than The Disease

You'd never have considered that the citizens of Hudson City have it easy, but at least when we experience a battle-of-the-Masks, the worst that repair crews have to deal with are gratuitous bullet-holes. Pity the poor tax-payers of New York who were "blessed" with a new paranormal team last month. In stopping a gang of art-thieves from getting away with a heist of several minor paintings from the Museum of Modern Art's collection, the Corsairs caused damages in excess of \$500,000.

Rock-star and lunatic ringleader of this gang of para-anarchists, Avenger, exclaiming, "Hey, justice doesn't come cheap, pal!"

The city government is expected to vote on a proposal to evict the team.

Headline (SF Chronicle 5/30/98):
QUANTUM TURNS DOWN CHAMPIONS' MEMBERSHIP

Headline (Chicago Tribune 1/12/95):

KILLER QUAKE LEVELS SAN FRANCISCO! HEROES HELPLESS TO PREVENT DISASTER



Headline (LA Times 1/18/97):

SAN FRANCISCO AREA TO REUNITE AS BAY CITY

...and the Sorceress, all involved came to the same conclusion. Following long sessions with other commentators, Crusader

THE 90'S

HISTORICAL TIME LINE:

- Aug. 2, 1990: Iraq invades Kuwait, leading to the Gulf War.
- June 27, 1991: Full-scale civil war in Yugoslavia.
- Aug. 25, 1991: Mikhail Gorbachev resigns from office as the Communist Party in the USSR starts to dissolve.

- Jan. 12, 1995: San Francisco Bay Area wiped out by 7.4 magnitude quake.
- Nov. 7, 1996: Republic of Berannya ends war with neighboring countries.
- Jan. 18, 1997: San Francisco Bay Area reincorporates as "Bay City".

- Sept. 3, 1998: The Arcadian Academy opens in Bay City.
- Oct. 22, 1999: Proprietor War begins.
- Jan. 1, 2000: Proprietor War ends.

The New Millennium: The new Champions team is announced.

Story (Washington Post 10/22/99)

★★★★ SPECIAL EDITION ★ SPECIAL EDITION ★ SPECIAL EDITION ★★★★★

The Weather:

Today-Fri, 68H to the upper 80s
Wednesday - 60H to 80H and humid with
a chance of showers. Thursday
and Friday - 60 to 80H, sunny and
mild. Saturday - 60 to 70H,
70 to 80H, 70 to 80H, 70 to 80H.

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Home Guide 12 8
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AP Wire Service (See Page 1)

October 22, 1999

Price 10¢

HEROES RALLY AGAINST PROPRIETOR



A DESPERATE TEAM UP TO STOP THE UNSTOPPABLE

A gathering of Earth's mightiest heroes took place on the White House lawn following a presidential conference dealing with the continued global-threat of The Proprietor. Responding to the dire situation in Europe, President Lytton called on the nation's heroes to join together against The Proprietor and his forces. "This enemy of freedom everywhere must be faced and dealt with before his mark of death and destruction can reach our own shores," Lytton said in his speech. The resources of the Guard were quickly overwhelmed in their duty to chart and follow the arrival of the multitude of heroes. Whole teams, including the Champions, Vanguard, the Promethians, and the Protectors, flew in to join with solo heroes such as Crusader, Capt. Justice, Starburst, Scarlet Avenger, Lightsword, Bluebird and many more. Well over a hundred heroes all told; some like Blue Sapphire, Challenger, and the surviving Minute Men emerged from long and justified retirement to lend their aid. Spectators were thrilled at the view of so many of their favorites. "I've never seen so many Capes together... such a collection of awesome power," stated Gary Pinchot, editor of Superhype Magazine.

around the globe. Unity was the rallying cry and even those heroes with reputations against authority such as Shadowbeast and Skyhawk soon fell in line. Major Victory, the oft-decorated hero from World War II and smasher of the Invisible Empire plot in 1977, quickly emerged as the elected leader of the paranormal force. "Expect that there are dark days ahead," he said in a speech, accepting the post. "Not in over a generation has the world and its people been so threatened as it is today. But as a free people we can rise up and say enough! There is great strength within us, within all men, to resist the call of evil and the agents of evil. If we stand united and walk in the grace of God... we shall have victory!" There was some surprise that the young heroes from the Arcadian Academy have been allowed to participate. Some felt that their age should restrict them, though there was much disagreement on that point. "Look, these kids beat back the Black Paladin and a hunk of the Ultimates," said Spitfire of the Promethians to the concerns of Streak of Vanguard. "Some of them fly and they can teleport! Just how exactly do you plan to keep them out?" Sponsored by Henderson International, the Academy consists of teen-aged paranormals, supposedly still in training with their powers. This team made its first public appearance seven months ago. Pushed forward as current team spokesman, Shattersky said, "Hey, it's our world too! Besides, if things get real rough, we've got all you guys to fall back on. Or, you know, vice versa." No new developments have occurred since the Proprietor and his forces, consisting of Eurostar, the Asesinos, Scarlet Dawn, and scores of others, swept through the Ukrainian defenses and crushed the government. No further demands have been issued, while the citizens of the conquered land have been directed to carry on with their normal lives. Most of the paranormal activity is in the southern areas, though precise information is impossible as spy satellites have been knocked out.

PAGE 18

Story (New York Herald 10/24/99):

GIANT DOME BLOCKADES WARZONE

A barrier of solid force has been erected around a seven-mile area containing the entire conflict of the Proprietor, his forces, and most of the world's super-heroes. All communication within has been cut, the rest of the planet is effectively sealed off from the conflict. Scientists working for UNTIL have been

attempting to analyze the energy matrix comprising the huge dome but have so far been unsuccessful. No weapon or power in their arsenal has created any sort of effect against the seemingly indestructible barrier. The hero, Lightsword, had struggled valiantly against agents of the previously unheard of Brotherhood Arcane allied with the

Proprietor, but failed to stop an unusual mystic ritual which is reported to have increased the enemy's already unimaginable personal power. This is the alleged source of the dome's origin. The Arcane agents have been taken into custody but have not provided any answers or suggestions of weaknesses at this time.

CHAPTER ONE HISTORY

Story (Washington Post 12/31/99):

★★★★ SPECIAL EDITION ★ SPECIAL EDITION ★ SPECIAL EDITION ★★★★★

The Weather:

Today—Fair, high in the upper 60s. Wednesday—9:30 am and beyond with a chance of afternoon thunderstorms. Chance of rain is 10% today and tonight. Temperature range: Today, 67-86. Yesterday, 74-92. Outlook, 1-4.

The Washington Post

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Editorials	A 6	Style	B 1
Fed. Dir.	B 8	Typhoid	B 2

Buy This Paper

All The News That Fits the Price

Thursday 21, 1999

HERO ARMY ATTACKS PROPRIETOR'S FORCES

The real war began at the break of dawn this morning as the world's paranormal heroes led by Major Victory clashed with an army of the most ruthless villains the earth has known. Special UNTIL task force units could not close within a mile of the war-zone due to the awesome energies unleashed on both sides.

The opening battle showed little sign of abating after two hours of furious conflict. Eyewitness accounts reported the early defeat of most of Scarlet Dawn and several members of

The entire team of the Protectors flew into a trap set by Eurostar and were taken prisoner. No one has seen them since. Clearly mystical energies have been rejuvenating the powers of both sides, lending vicious vitality and longevity to the struggle.

Since 7:47 am, all news-gathering sources have been forced or blown out of the area. Orbiting spy-satellites are unable to transmit any clear data. Until the battle's end or the return of some of the combatants, no one will know what is happening.

President Lytton expressed grave

spoke of the valiant knights who have lived under life-sanctioning codes for their entire careers, that have now been thrust onto a battlefield where killing may well become a necessity. Many of them flew or crossed over terrain that has known the awful devastation of the Proprietor's passing, the massive cost of human lives. "No one, not the youngest nor purest of them," mourned the president, "will return unchanged."

In the past several weeks of what has now been labeled the Proprietor War, over a thousand heroes from around the world have faced the

Headline (Bay City Chronicle 1/1/2000):

★★★★ SPECIAL EDITION ★ SPECIAL EDITION ★ SPECIAL EDITION ★★★★★

Bay City Chronicle

All The News That Fits the Price

January 1, 2000

Buy This Paper

CATAclysm ENDS WAR!

▼ **CHAMPIONS ONLINE DATABASE:** No victory against a super-powered foe was ever more dearly won. An army of heroes and villains battled and clashed within the great dome erected by the Proprietor's power. All within knew that not only the lives of the hundreds of thousands of innocents trapped with them were at stake, but the rest of the world as well. And in the end, they were all called upon to make the final sacrifice.

The precise events of those last few fateful weeks may always remain a mystery. We know that the arch-villain Dr. Destroyer teamed with the Marksman of the Champions to combat the Proprietor outside the dome three days before the cataclysm. And from his subsequent address of the United Nations, it seems that Destroyer, at least, knew what was soon to occur.

The only survivors to emerge from the terrible swath of destruction were a numb, shattered Major Victory and his partner, Flag. They reported only that the dreaded enemy was no more. No more and that was all. They disappeared from the UNTIL Emergency Station during the confusion and chaotic activity of the first evening and have not been heard from since.

Four generations of heroes had been wiped out. Headquarters that once hummed with activity were silent. The world mourned and knew it would never be the same again.

CHAPTER ONE: HISTORY

"AHEM. FISTFIRE?"

WHO? PHELPS?
I'M SORRY, I WAS
JUST...
JUST..



I KNOW, I KNOW.
WE ALL LIVED IT AND STILL IT'S DIFFICULT. I'VE
WORKED HERE FOR YEARS AND I KNEW THEM
ALL. I THINK THEIR GHOSTS...OR SPIRITS,
RATHER, WILL STILL BE HERE LONG
AFTER I'M GONE.

...THESE ARE VERY BIG
SHOES YOU WISH TO FILL.



I HOPE
CAN. I..I HOPE I'M
WORTHY.



WELL, THAT'S WHAT THE NEXT
FEW TESTS ARE SUPPOSED TO
DETERMINE...

BUT BEFORE WE GET
INTO THAT, IT'S IMPOR-
TANT THAT YOU UNDER-
STAND THE MODIFIED
STRUCTURE OF THE NEW
CHAMPIONS TEAM.



"When Quantum first approached the only surviving member, the Marksman, with the idea of gathering a new team of heroes around the Champions' flag, it was her hope that he would lead it. He refused, for personal reasons. The Marksman had just lost all of his closest friends, and he wasn't ready to get back on that horse again, so to speak. His days as an active super-hero were over and he knew it. The baton needed to be passed and Quantum, graciously, took it.

"Accepting the shifts in social and political thought in the months following the awful climax of the War, Quantum chose to restructure certain elements of the Champion's charter. Congress had elected new officials to head up a rejuvenated Guard and she felt it would be better to have closer ties with that agency. This flew against nearly twenty years of tradition.

"Also, to make up for the loss of knowledge and familiarity that the very experienced members of the old team possessed, Quantum felt a need to expand the staff at the headquarters. This allowed certain niches to be filled such as record keeping and updating, research, maintenance, governmental bureaucracy, finances, PR, and so on. She imagined that any new members would be too busy...ah, learning the ropes to keep up with such matters. Heh... She certainly hit the nail on the head with that one.

"I'm sure you can imagine that gathering together a team of heroes able to work well together was no easy task. I was working with her on this and our first impulse was to seek out other, experienced paranormals. Some of those, of course, who were not in the Ukraine during the war. Crusader was in for a time...things seemed fine, but then he chose to move on for personal reasons. Shadowbeast, thank God, didn't work out, and Lightsword was still too distraught over his failure to stop the Dome's erection. I'm afraid the poor man has lost too much of his focus...he may never really recover.

"It quickly became apparent that we would be better served by searching for relatively new, fresh heroes to fill the ranks. This wasn't without problems though. There seems to be little lack of paranormals nowadays, they're popping up everywhere. But very few have the ambition or ability to become a member of the Champions. Also, we were imagining a public backlash if we fielded a team that was completely unworthy of what had gone before. As you might imagine, there was quite a lot of pressure.

"And this is what we shall deal with next. While you may already be familiar with the various stories of our current membership and the circumstances of how they joined, I find it simpler and more thorough to assume that you are not. All members must make available certain background materials before we can accept them. Naturally, they still have certain secrets...heh, heh...of course, I have my little methods of finding out things I need to know..."

CHAPTER TWO THE CHAMPIONS





WHAT IS CHAMPIONS: NM?



WHAT'S THIS ALL ABOUT?

Champions: New Millennium is a role-playing game of superpowered heroes and villains, designed for two or more players. One player takes the role of the Gamemaster (GM), while the other players take the roles of characters. The GM decides on the setting, the stories, the background, and all the other aspects of the world in which the action takes place; in effect, the GM is like the author and director of a play. The players take the role of important heroes in this world, and decide what to do about the situations the GM sets up.

HOW TO USE THIS BOOK

Champions: New Millennium has all the info you need to start roleplaying in this superpowered universe. Most of this book is about the history, the characters, and the stories of this Champions Earth. We've also included a complete set of basic rules, a number of heroes and villains, and other information that you can use. We encourage you to create your own characters, though; we don't want you to miss out on *any* of the fun!

Whether you intend to play, to GM, or just want to know more about Champions, you should read through this entire book when you have the chance. All of the information will be useful to you sooner or later, and it's fun to read. If you don't have that much time, look below to get what you need to know in the minimum time.

NEW PLAYERS

If you're new to roleplaying, or if you've role-played but haven't played Champions before, read the Fuzion rules section first (beginning on page 99) so you understand how roleplaying works; the *Example of Play* (pgs.161-168) is very helpful. Then read through the rest of the book to find out about the world of Champions. When you're ready to create a character for yourself, start with *Creating A Character* on page 101.

EXPERIENCED CHAMPIONS PLAYERS

If you've played Champions before, there are two important things to know: You can use this book with the Hero System rules, and the universe described here is different than the campaign background of previous Champions products. The characters presented in this book are written up in both the Fuzion rules and the Hero System; simply use the Hero System write-ups for your characters.

If your GM is going to be using *Champions: New Millennium* as the setting for his campaign, you should read through the entire book in order to learn about the setting. Reading the Fuzion rules is useful even if you will be using the Hero System, because many of the Fuzion rules can be used in the Hero System.

Characters for Champions: The New Millennium can be created in the Hero System 5th Edition (available separately) or you can use the character creation rules included in this book. You can use just about any combination of this book, the Fuzion rules and Hero System rules.

CAMEMASTERS

If you want to GM *Champions: New Millennium*, you have to decide how much of the world you want to create for yourself. We've provided a good overview of the campaign, and future books will detail much more about the history, the characters, the background, and the stories of the *Champions: New Millennium* universe. You can easily work in your own characters or change the ones we provide, invent your own plot twists, or do whatever else you want. It's your game, after all.

If you have an existing Champions campaign, you have several options. (1) Continue that campaign and just borrow ideas, characters, and plots from *Champions: New Millennium*. (2) Start a brand new campaign based in *Champions: New Millennium* and have the players create new characters for the campaign. (3) Move your campaign setting several years into the future (assuming it's taking place at the current year) and come up with a creative explanation for the changes that have occurred. Players can continue their old characters, have radiation accidents, or just create new characters. You could even move the characters from their "native" universe to this new Champions universe, in the grand comic book manner.

You can run the campaign using Hero System rules, or you can convert to the Fuzion rules. Read through the Fuzion rules section for details on how this works. You can also find more information about the Fuzion rules at the Hero Games Web site, <http://www.herogames.com/fuzion/fuzion.html>.

SETTING UP YOUR CHAMPIONS CAMPAIGN

Now that you've decided to GM a Champions game, what do you need to do? Here's a simple checklist:

- Decide the tone and style of the campaign
- Pick your setting
- Set the points available for heroes and the limits
- Review the heroes
- Plan some stories for the heroes

We've provided some basic choices for a New Millennium campaign. All of our published material will follow these guidelines. Of course, you should feel free to modify any or all of these choices to suit yourself. The following sections explain each of the checklist items. More detailed information about some of these choices can be found in the Fuzion rules or the Game Mastering section of this book.

TONE & STYLE

What type of comic do you want to play in? The universe of *Champions: The New Millennium* is big enough and varied enough to contain many different tones, styles, and power levels of superheroic adventure. Some of the basic types of superheroic stories:

- **Classic:** The 4-color comics of the 60s and 70s, featuring Truth, Justice, and the American Way.
- **Cosmic:** High-powered adventure in the galaxy, often in the future.
- **Golden Age:** World War II action against wartime foes both normal and superpowered, usually very patriotic and extremely heroic, sometimes humorous.
- **Humorous:** It's not how powerful you are, it's how hard you make everyone laugh. Sometimes it's comic relief for a serious campaign.
- **Modern:** The superhero comic style of the 90s, with more "realistic" heroes that sometimes have to deal with the consequences of their actions.
- **Street-level:** Low-powered superheroes, usually fighting local crime (rarely dealing with other super-powered people).
- **Vigilante:** The heroes of *Dark Champions*, those that tread the fine line between law and justice. These adventures can be easily found in Hudson City, the setting for vigilante heroes in *Champions: The New Millennium*.

Within these styles, you can have different power levels, combinations of styles, and types of stories. *Champions: The New Millennium* is a setting that can contain all of these tones and styles, though some may happen in different times or places.

The general tone and style for *Champions: New Millennium* is that of many modern superhero comics, where heroes are still heroes but the world takes notice. The actions of the heroes do affect society and the course of world events, and people get hurt and sometimes even killed.

THE SETTING

Where will most of your campaign action take place? Are events focused on one city, or even a small section of the city, or do your adventures span the globe, the galaxy, or even other dimensions? We've provided some detail about Bay City, where most of the stories and plots have some connection. The general New Millennium campaign centers in Bay City but travels the

world to go where the action is, and sometimes out into space or to other dimensions or times.

CAMPAIGN LIMITS

You must set effective limits on the campaign to get the desired flavor. We recommend a Rule of 24 for *Champions: The New Millennium* (see **The Rule of X**, page 152, for details). This makes the superheroes much more powerful than normal folks, yet still vulnerable to agents or high-powered weapons. Of course, this limit is designed for player-characters, not necessarily for villains or other characters in the campaign.

POWERS AVAILABLE

Champions: New Millennium features just about any power or ability that you can imagine, so we recommend you let characters have almost any ability. That is, if the power level meets the Rule of X you've chosen, and if you want to allow that power into your game. As GM, it's your job to look over each proposed character and decide whether or not their powers are acceptable to you. Don't let the character into the game if you aren't sure of your ability to handle their powers, or if you think their powers might mess up the kind of stories you want to run. Ask the player to redesign the hero in order to make it acceptable to you.

STARTING POINTS

We recommend that Fuzion players start with 65 Character Points with a Stat Max of 10, 45 Power Points, and 50 Option Points (which you can increase up to 100 through Complications). You can move points between these three areas with GM permission, to give you flexibility in designing superheroes. Characteristics greater than 10 are possible, but you must have a reason for any Stat over that maximum.

Hero System characters should be built on a base of 150 points, plus up to 200 points in Disadvantages, with a maximum of 75 points from any one category.

REVIEWING HEROES

Take a close look at each hero proposed for play. Does the hero meet the campaign limits? Is the hero well motivated? Can you work the hero into the stories, relate the hero to other heroes or to villains, tie the hero into the fabric of the campaign? Look for ways to make the hero's origin story connect to other characters and to the campaign, with the player's agreement, of course.

CAMPAIGN PLANNING

Before you begin playing, it's a good idea to plan ahead. Think of some major events or plots that various key villains are planning. What other major things are happening in the world that could develop into stories that affect the heroes? We'll provide many plot ideas and story hooks in the character and organization write-ups in this book. Future products will build on some of the background presented here.



**"I'M
ONLY
GOING
TO SAY
THIS
ONCE..."**

QUANTUM

Secret Identity: Joanne (Jo) Amos

"I first gained my powers over four years ago, making me the most experienced of all the New Champions in dealing with paranormal conflict and everything else that goes into being a super-hero. And before my mutant abilities even manifested I was already an agent for Guard, well-trained in combat, strategy, and tactics.

"My father is a policeman in Bay City, which means he's had to deal with para-crime as well as normal criminal activity pretty much throughout his entire career. And while he always complained about having to deal with the Capes and their "no-paperwork" ways, I could tell that it was always those sorts of cases that excited him the most. My father would get that look of wonder anytime he saw one of the Capes go flying off on a case.

"I loved hearing him talk about the super-hero cases and knew that's what I wanted to do with my life. It's not an easy thing to earn a position in Guard, but I was always taught to set a goal and strive to achieve it. My parents believed in hard work and perseverance and they instilled it, sometimes with brute force, in my two brothers and me. This meant no excuses! So I worked my way through college and the Academy and the grueling examinations. It was tough, but so was I, and I graduated at the top of my class.

"I spent nearly three years as a member of Guard and had a spotless record. All of our station was clean; they'd meant business with the New Deal! Of course Bay City was a cherry assignment, with the Champions still headquartered here and all the other heroes trying to make a name for themselves. Makes it a magnet for other cartels, organizations, and businesses related to paranormal activity too. And all of that sucks in the villains like a vacuum!

"So in an area like this, Guard mainly serves as support for the Capes, backing 'em up and helping investigations. Still, there are a lot of situations in which we would just deal with it... that's why you pay taxes, citizen. But we aren't gonna go up against Eurostar alone just to satisfy a do-it-ourselves kind of attitude. That's why the Capes are here! Guard weaponry and armor isn't all that powerful yet.

"1996 was a big year for me. That's when I was promoted to Captain and won my own unit. We were tops in the western conference two years running, and we were starting to feel that maybe we didn't need the Capes so often. This led to the second big event.

"The Masters of Fortune have been around with rotating members since the sixties, often led by the Black Paladin. Well, Mr. Tin-Can was still lying low but most of his old buddies and a couple of new ones had launched a raid against the PanStar research facility. As sometimes happens, the Champions were out of town, and this was fast becoming an emergency. Now there were other heroes that can be contacted in times like these, certainly Crusader or Speedster. But, you know, it was only the Masters of Fortune! Most of them were just normal guys with advanced weaponry, so I made the call that we could take them. Just to make it clear, the blame was all mine.

"It turned out that *their* advanced weaponry was a lot more advanced than ours, and some twenty years of fighting the

Promethians had taught them a thing or two about teamwork. We got our shots in, but they were well on their way to steamrolling us. Worse, the combat had damaged the prototype whatzit all the fuss was over and it was going to explode! Just how spectacular this explosion would be was indicated by the Masters' extreme desire to escape! In the course of their barrage I lost contact with all six of my people. I confess this caused my sense of cool to take a hike.

"I attacked, taking out Streamer before he knew what hit him. But then I was fully under fire and my armor couldn't take it. I took a hit from something; maybe one of their zap guns, but whatever it was it touched off an explosion within me. Now I know it must have been my latent powers responding to the situation somehow, but all I knew then was that I erupted with a force that sent a couple of them reeling. I was momentarily dazed... I sure hadn't expected this. In the confusion, the rest of those rats tried to get away. Fortunately I managed to catch that sniveler, Heatwave, and dragged him back to the bomb. As evil geniuses go, I have to say he's pretty good. Once I convinced him that escape wasn't an option, he managed to focus, ignore the pressure, and defuse the device. That saved a lot of lives.

"My team was mainly intact, though some of them were due for medical leave. I had to answer for the op, but managed that all right, all things considered. I was a little unsure how to handle the new powers and kept them a secret at first. Eventually it became necessary to fill in the top brass about my mutant status. It became real clear that balancing the two careers without crossover just wasn't going to happen. The current political situation with paranormals, and the Guard's own political touchiness... well, let's just say that I thought it best that I leave active duty.

"So in an informal, unofficial way, Quantum has always been an agent of Guard. I walked the line for years, often functioning on detached service for Guard, and building up a good reputation as an independent. I worked with the Champions a few times and was offered membership but turned them down due to the way they did business. They had an attitude in dealing with Guard and the rest of the government that didn't work for me. Maybe it was based on a lot of history they'd been through, OK, but I could tell it wasn't set to make me happy. Obviously, I have to change all that as team leader."

Personality: Quantum is take-charge and professional. As leader of the team she expects to have her orders obeyed. She knows, however, that a team of heroes is not quite the same as a military unit.

Powers: Quantum somehow generates energy internally, perhaps through control over quantum mechanics. She uses that energy to generate and control electromagnetic forces around her, manipulating these fields to redirect electrons or affect magnetic fields, enabling her to zap opponents, raise a field of magnetic force as a shield, or fly. Her current abilities are still rather crude; it's possible that she may learn more subtle effects, or become able to control greater flows of energy, in the future.

Occupation: Special agent of Guard on very-detached duty and professional hero.

What Phelps Doesn't Know: Whereas he knows that she has ties with Guard, he is unaware that she is on their payroll.



BEHEMOTH

Secret Identity: Prof. Jacob Manning

"I earned my professorship in archaeology and history back in 1992, and won tenure at Bay City University about six years later. As I expected, teaching became pretty damn boring pretty damn quick, but I swore I'd give it a shot. I missed the excitement of real field work... my kind of field work, the stuff I did in my pre- and post-graduate years. And all the subjects and mysteries that really interested me weren't the sort of thing you could uncover while chained to a lecture hall in a college campus.

"A friend of mine, Carl Rutledge, had gotten a position with the Odyssey Research Foundation, a group of grave-robbers I'd crossed paths with a couple of times. All right, they are more than mere grave-robbers, but my past experiences with them hadn't turned out for the best, and I wasn't inclined to a generous outlook at the time. But, as I said, Carl was a friend of mine, so I stayed in touch with him in spite of his employers.

"Late one night about two years ago, I received a call from Carl, saying how he thought he might have stumbled on to the actual location of the Spyre Siege. For the those of you not familiar with the incident, the Spyre Siege was supposedly the site of some sort of magical war between the earthly forces of good and evil back around 1947. I hadn't really ascribed much truth to that story until just before Carl called me. I'd recently come across a fragment of an inscription from the Spyre, and the symbology on it matched an ancient tablet that I believed was from the lost continent of Atlantis. Yes, I know that most academics don't believe in Atlantis... which made the idea of proving its existence all the more compelling! Carl knew of my interests, and was able to reel me in with the first cast. Did I forget to mention that the Spyre Siege took place somewhere in the Bay Area? I didn't even need a plane ticket to visit the site.

"We found the site of the Siege, though we didn't know it at first. Now it's what we call The Pit, that strange spot at the edge of McLaren Park, which under the right conditions opens the gateway into the Shadow Realm. This is where the evil forces in the Spyre Siege emanated from... or so we suspect. In any case, during our search we discovered there were other people looking for it too. Carl and I were caught up in some plot by the Cabal, a group of demon-cultists tied in with some shadowy organization called the Brotherhood Arcane. That's not much, but it's far more than I wanted to know once I got involved with them.

"To make a long story short, we played cat and mouse games with the Cabal for several months, when finally I won my first glimpse of the Shadow Realm. Carl, who knew a lot more about this whole mess than he'd told me, managed to trigger the Spyre when we were really desperate for an escape, and we found

**'THAT GUY,
DR.
DESTROYER
...I BET HE'S
NOT SO
TOUGH!'**



ourselves in another world. Nothing was right about this place; it wasn't built for human senses to perceive. Did you ever have to look out of your ear to see what's going on? No, don't ask me, either. I can't explain it any better than that.

"When Carl was finally able to get us the out of there, I suddenly felt some sort of Thing take hold of me as we passed through the gateway. I tried to resist, but whatever it was wouldn't give up! Despite this grasp on me, though, I managed to pass through the gateway and return to Earth... but not without a change.

"As nearly as I can surmise, some sort of entity in that Shadow Realm entered my body, and remains with me still. How else can I explain these physical changes that have taken place, or how I seem to waver between a purely human form and something completely horrific? There are benefits, of course... immense strength and toughness and stamina. But I can never be quite the same person I was before.

"No, I haven't had any voices in my head, or any incidents of demonic possession. Not yet... though I am always watching and waiting for something to happen. I've managed to conceal my condition from the administration and students at the University, though sometimes it's difficult to maintain my human form when dealing with freshmen. Still, the cloistered academic life gives me the opportunity to use my new-found abilities; I can be gone for periods of time and people just assume I'm locked up somewhere writing or researching.

"Joining the Champions seemed like a good move once I heard Quantum was recruiting. It's local, it gives me access to stuff that would otherwise never come to my attention, and admittedly it fills my need for action and adventure. And it's not going to hurt to have powerful friends if the monstrous things I sometimes glimpse out of the corner of my eye ever decide to get feisty."

Personality: Jacob is the adventurous, swashbuckling sort. He revels in his strength, fully enjoying the heroic lifestyle. He's a good and loyal friend, dependable and trustworthy; and there's very little on this Earth that he thinks he can't take on in a fight. When he takes on the aspect of the Behemoth more strongly, he is prone to a rasher, more violent attitude.

Powers: Behemoth is the strongest member of the team, and at his full level is one of the most powerful beings on the planet. He is very resistant to damage and has incredible stamina. Depending on his need or mood he can increase his already impressive might, although this causes a most unpleasant effect: he undergoes a physical change, taking on a progressively more monstrous appearance. He can also look completely human (which costs him most of his abnormal abilities), but this is such a strain that he can only maintain this guise for short periods of time.

Occupation: Professor at Bay City University, rarely dealing with students or formal classes. Most often out in the "field."

What Phelps Doesn't Know: That Jacob fears there might be a demon inside his soul.



SEEKER

Secret Identity: Adam Hunter

Official Bio [No Interview on File]: Seeker is the one true "success" of the top secret Nazi-Japanese collaboration on biological experiments at Hannya Island. One of the top missions of Hannya Island was the creation of a race of warriors; ultimate soldiers that would enable the Axis powers to control the world they had set out to conquer. While the Axis war effort ended in defeat, the scientists of Hannya Island toiled on for many years, carefully

hidden from the outside world. In the late 1960s, their breakthroughs, won at the cost of untold lives, resulted in the being known to them as Adam.

Outwardly, Adam was a human child, but he was far from ordinary. His genetic structure had been elaborately altered to create the ultimate in human potential, and indeed to become more than human. His strength and reflexes were beyond known human maxi-

"IT WOULD BE WISE OF YOU TO LISTEN AND LEARN SOMETHING FROM THIS BEATING."

ma, and as he grew older it was clear that his intelligence and perceptions were also on the same level.

Adam was raised by Dr. Araki Sato, leader of the project, and the other scientists on the island. The scientists led Adam to believe that he was a foundling, and they carefully concealed their backgrounds behind a web of lies. It wasn't until Adam was eight years old that he discovered some of the less successful results of the genetic experiments and heard the true story behind Hannya Island. Shocked, Adam confronted Dr. Sato and the other scientists with his knowledge of their evil.

Realizing just how much of a threat Adam might be, Dr. Sato tried to kill him. But Adam was already more than an equal for an aging scientist and the attempt failed. In the ensuing confusion, a fire and explosion destroyed the lab as Adam set out to sea in a small boat, leaving behind him the wreckage of his childhood. As far as Adam knew, his past was broken and burned beyond salvage, and everyone who knew him was dead.

The storm that hit the small boat was nearly the end of young Adam. Already in shock from the catastrophic knowledge of his origin, Adam was unable to save the boat from being smashed in the storm. He has no memories of how he ended up lying on the sand of remote beach, clad only in the rags of his garments.

It was there that Master Loo found him, and Adam's new life began. Adam traveled with the old man, learning martial arts as they went from village to village healing the sick. Adam grew to adulthood as a master of martial arts, though he never learned the



secret of the old man's origin beyond a veiled reference to a hidden temple in the jungle.

Adam's simple life was once again torn apart when agents of the Axis found him. The Axis dearly wanted to investigate Adam's genetic secrets, in the hopes of obtaining all the research information that was destroyed when Adam fled Hannya Island. The Axis brutally shot Master Loo in front of Adam, and he slew them in turn.

Adam knew that he was entering a new phase of his life. Taking the name of Seeker, Adam began his quest to find his parents, his true origin, the meaning of his life, and most of all, the hiding places of the Axis agents who murdered Master Loo. Adam's journey took him to America, where he took the surname Hunter to conceal his special abilities.

His decision to join the New Champions was, of course, logical. The more mundane world had little to interest him, and perhaps the resources of the Champions could aid him in his search for knowledge and the Axis. His journey is best continued through them.

Personality: Seeker is aloof and distant; he's not quite comfortable in modern society, and this aloofness is his defense. He is often impatient with slow-thinking or what he considers foolish action, and can at times seem rude and arrogant. He does have a strong desire to help and protect the innocent, and he fights injustice wherever he can.

Powers: Seeker is an incredibly fit, super-intelligent, genetically engineered human, with some unusual physical abilities. He has also been thoroughly trained in many forms of martial combat by a priest of the Yeng-Tao Temple. With his blinding speed, skill, and



an arsenal of archaic weapons, firearms, and his bare-handed technique, Seeker is a formidable opponent for most any villain.

Occupation: None; professional super-hero. Adam has developed something of a reputation in the fields of genetics and bio-tech due to some recent work he's performed and two well-received papers (despite his lack of a formal background). Phelps is still in the process of developing a paper-trail history for Adam.

What Phelps Doesn't Know: Almost

everything, which frustrates him terribly. Adam Hunter doesn't seem to exist anywhere, and other than certain periods in the last few years, it is impossible to trace back to any place that he has been.

SOLITAIRE

Secret Identity: Shannon Havelock

[No Personal Interview]: "There are mysteries, wonders, and terrors just outside the perception of man's awareness, though here we speak of the senses of normal men. Ever have walked the Earth those of us who possess a different understanding of the Way Things Are and humanity's position in the mystic, cosmic stream. Some have used this gift to the benefit of the race, others have not.

"We of the Lodge have sought to guide mankind's destiny through subtle influence and, in certain situations, with direct action. Though we are born of flesh and blood, we have grown to possess

**'THERE
MAY WELL
BE MORE
TO THIS
SITUATION
THAN YOU
UNDER-
STAND...!'**

great knowledge and power in the arcane sciences. The body of man's understanding of the mysteries of the universe has been increased by our efforts, and of course, increased more than mankind is aware. For we are also bound to protect humanity from the dangers and horrors of the unknown.

"The work of the Lodge has always been performed in secret; it is forbidden to share an understanding of

the Order with outsiders. Considering the fears and ignorance of the unlearned, a guarded veil has always served our purposes best. But since the late 19th century, the Great Council has chosen a Master of the Second Circle to be a more visible champion against black Magics and other malevolent forces. This has often drawn out our foes to rash action and rewarded the Lodge with tomes and items of the arcane which the unknowing public invariably brings to the attention of this mage-hero. It has proven to be a wise decision.

"My Daughter of the Magic Eye, Solitaire, follows in the footsteps of the Sorceress, who had been the Lodge's champion throughout much of the twentieth century. She was our one and only agent of the outside world during those years and many of her adventures are public knowledge. The long standing wizard-hero of the mighty Promethians, who had called himself Misterioso, was not of our number. Though he had gained great power and knowledge from some still-unknown source, he never sought nor was ever offered membership in The Lodge.

"Shannon's parents remain unknown; she was left on my doorstep when she was but a baby, and all my divinations have failed to reveal who her parents were. This in itself is quite curious, but I detected no trace of evil intent, so eventually ceased trying to trace her parents. It was enough that Shannon was endowed with the talent, and that she was a loving child. Shannon began training in magic at an early age, and she showed great promise.

"Shannon quickly passed her fellows and was drawn into the deeper workings of our mysterious order, as I knew she would when I first became aware of her. She can summon and wield the powers of Earth and Beyond with masterful speed and great surety. I imagine that in time she may well surpass all expectations and become

the greatest Master of our Order. And mark me, that would title her as the most powerful magician of this world.

"But that is far in the future, and depends on certain occurrences. One cannot become a Master such as her aura would suggest except through long and arduous trial. Time, as always, will be the final judge.

"My name is Margaret Blackmore and it was my decision to take on the responsibility of the young girl's instruction. The course of her study, therefore, has been according to my will and none other. But there is no need for concern, if you could you would find that my qualifications are impeccable. In more than two generations no one of the Councils, inner or outer, has questioned or challenged my state of mastery. That is no idle boast. If I have a weakness I would confess it to be vanity. . . though I am old, I am beautiful. Aah, you are kind, but I have known more years than you could imagine. There are few of our own number who can remember my true appearance.

"Still, I should be of little interest to you, though these trying yet fascinating times are drawing me to the outside more often than ever before. It is of Solitaire that we should speak.

"Following the disastrous conclusion of the Proprietor War, many of the Order urged that a Master be quickly chosen to replace our lost sister, the Sorceress. Shannon felt as well that this new hero must take on an even stronger position than ever before! She spoke with passion and eloquence that a group such as the still-forming New Champions would be the only proper place for the Lodge's guardian to care for and watch over the world.

"I remember smiling at my student's impudence, for of course I knew that the Great Lords' decision had already been made."

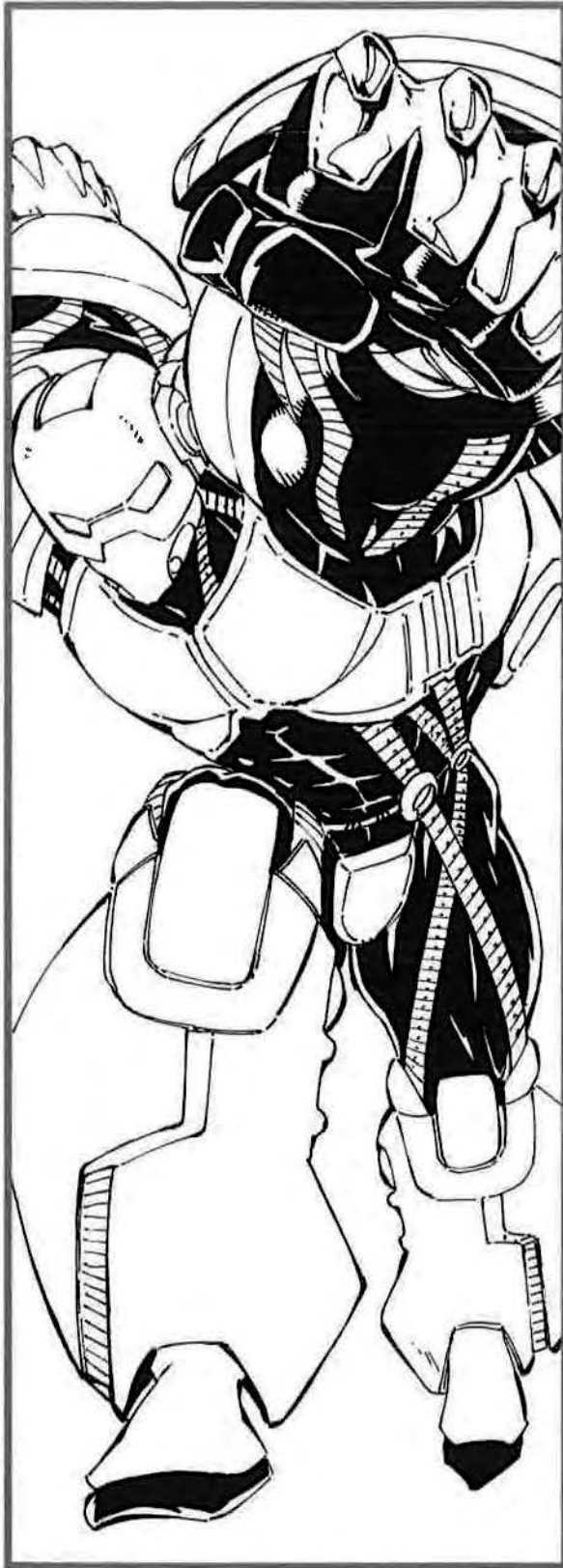
Personality: Like Seeker, Shannon wishes to expand her knowledge and understanding. Unlike him, she is more contemplative of her actions. The study of magic has taught her the benefit of deliberate method. She tries to maintain a sense of dignity and calm about herself at all times. She strives to act from correct understanding of any situation and judges herself harshly (and only herself) when mistakes are made. Her teammates consider it most frustrating that she tends to dole out mystic knowledge on a very tight-fisted, need-to-know basis.

Powers: Solitaire is a Fourth-Circle Master of the Lodge, a mystic organization whose roots date back to the first millennium AD. Her expertise is in combat Magics. She can weave a vast array of powerful spells by drawing upon the natural, mystic powers of the earth as well as through the summoning of forces from the outer planes. There are hints that Shannon also possesses natural psychic ability, though this has not been determined for certain. Shannon has yet to reach her full potential (she is still only 18!) but has passed the stage of learning at the feet of a Lord of the Inner Circle. Her talents direct that she will best achieve mastery through the active use of her spells as well as more studious pursuits.

Occupation: None, professional super-hero. She has been bequeathed a substantial fortune from the Lodge and can sometimes tap the mystic organization for support. Much of her own magical library and paraphernalia resides in her home in the Haight District.



What Phelps Doesn't Know: Anything about the Lodge. As far as he and everyone else is concerned, Solitaire has learned her magic from books and travel. The sanctity of the Lodge is to remain absolute.



DEFENDER

Secret Identity: Glen Harmon

"My mom always said that her dad, my grandfather, had been involved with some pretty strange stuff back in 'his day.' Yeah, right, this goes back to the forties when he had a job working for the army. He was a research scientist, technician guy... I think he was doing secret weapons work. From what my mom says, I figure he must've had something to do with the team that developed the first atomic bomb.

**"HEY! I
THINK I'M
GETTING
THE HANG
OF THIS!"**

"Hey, don't laugh. Big brains run in my family. OK, so maybe they took a little detour around me, but I more than made up for it in the rugged, good looks department! So anyway, there's my grandpop and he's in with some gang called Operation Starcrash, though they weren't actually calling it that until some time later. At first it was just a...a regular operation, I guess.

"Seems this secret military base out in New Mexico caught a radar blip of a fast-moving craft hauling butt over the desert. I mean it must'a been wailin' 'cuz they were having a hard time keeping it on the screen. And then, all of a sudden...it wasn't there! Somebody got a bad feeling and they wound up sending a crew out to investigate and they found this smashed spaceship, weird radiation all over the place, and pieces scattered to hell an' gone.

"The space-aliens got turned into toothpaste in the crash. I mean, it was so bad that it took months before anyone really recognized 'em as bodies. Not like they were exactly human in the first place. Gramps said that the integrity of their physical structure kind'a took a hike because of some energy release from one of the weapons they had in the ship.

"Anyway, they took the ship and all the pieces they could scrape up back to some top secret labs and studied it for years, but they could never figure out how to use any of it. Some of the stuff was poisonous or something, because scientists started dying no matter what precautions they took. Finally, they just gave up, sealed the stuff in crates and stuck in it a warehouse until they could figure out what to do with it.

"I think there was more goin' on than Grampa knew about, or maybe more than he would talk about. Anyway, Grampa's mind was wandering a lot when I found this out from him, right before he died. But enough of it made a weird kind of sense that I wanted to check it out. So I got some of my buddies together and we hacked into the government computers, then found out where this warehouse was.

"Yeah, we knew it was wrong to break in and all, but we thought the public had a right to know. Besides, wouldn't be ultimately cool to know for sure about UFOs? We broke into the warehouse and pulled out a crate for investigation, but we must have set off an alarm we didn't know about. Security guards chased us, and we ran, but we knocked over some of the crates. And that must have jarred something, because a fire broke out. I saw these green flames... I don't really know what happened then, but there was a lot of smoke and confusion. We ran for it, and it wasn't until later that we found out one of the guards had died in the fire.

"We felt real bad about that, but it was all an accident. The government didn't see it that way; the messages we saw on the government computers were pretty grim. I mean, they wanted us for murder, because the death occurred as the result of a felony. So the feds are looking for us still, I guess.

"After that, there was no way we could take the crate back. We opened it and found a bunch of alien junk. But we found out what some of this junk was for; maybe because we have better gear than they had in the Fifties, y'know? One piece of that stuff was some really incredible battery; we found you could pour power into it all day and never fill it up, and then take it back out at any rate you wanted. Communications gear that works at any distance, through any substance we tried. A flexible material that resists any damage, but can be worked with the little tool we found in there...

"Now it wasn't, at the time, the suit of powered armor we now know and love. It was more like a "some-assembly-required" kit of stuff that we can't even begin to analyze. Seems like it's been put together atom by atom in some way, and it has all sorts of weird properties. We can't even recognize a lot of the stuff in there.

"We figured, hey, what else can we do? Let's use this stuff to make a suit of armor. We can build in our own weapons and other stuff, because the "black box" battery can provide power for all sorts of things. We can super-heat air and push it out of back and boot jets to provide flight capability; we can mount lasers on this; we can provide life support, and add a few things. We could build a suit that could compete with any superhero out there!

"Why not? Heck, we sure couldn't sell this stuff anywhere, or the feds would be on us right away. Maybe if we study it long enough we can figure out a principle or two and make some money on it. Meantime, we felt like we should pay back our debt to society and use this stuff to help people. We couldn't let a crook get their hands on it; they'd be hellacious! So I guess we all figured we could be the hero, and that's the best thing we could do with the situation.

"Hey, my friends may be geeks, but they're my geeks! Actually, Anthony's been sort of a friend since grade school and he'd already been helping me out with some of my college

classes. My folks totally refuse to let me skate 'cause of my football career and keep loading me up with heavy courses like science and stuff. I'm...pretty good at all that but maybe it's not my favorite fun-thing to do, you know? Good thing I got Ant and the boys when things get ugly.

"It was a big project, though. The guys were totally wrapped up in it; they couldn't concentrate on their classes for the rest of the semester. Hell, I got a better GPA than George and Howie that term. But by the end of May, we were ready to rock 'n roll.

"Fully assembled, the armor works better with a bigger guy running it, heh...but any one of the guys could use it if they wanted to. But then, you know, the Proprietor War thing wrapped up the way it did. All of a sudden, it didn't seem like such a fun idea to be a super-hero anymore.

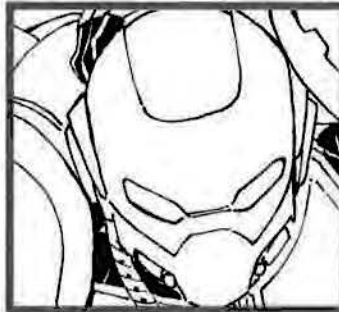
"But that wasn't was going to stop me. It just meant we weren't going to have to trade off all the time. Well, they all like to blast around in it once in a while just for fun; it's no big deal. We're all part of the secret team...Team Defender, though I could still punch George for that. And together with their brains and my muscles and good looks, we're stopping the crimes and saving the day. I even talked Quantum into letting me into the New Champions; I guess she figured I'd cause less damage that way."

Personality: Glen is brave and heroic, but a bit careless about danger. Being a super-hero is his dream come true and he wants to make it work. But he also likes to have a good time and doesn't always take things too seriously. Though he is actually quite bright, with an aptitude for science, he often acts like the proverbial "dumb jock." Still, his own scientific expertise is nowhere near what the Champions need and what the science-boys of Team Defender can offer. He puts up with the constant sub-space chatter so his super-powered teammates will think he's brilliant.

Powers: Defender has a wide array of offensive options built into his armor, which is also, of course, highly resistant to damage. His suit uses superheated air thrust from the boot jets for flight, and the helmet has an enhanced senses package built in along with advanced communications gear derived from the alien technology. The armor's key alien technology is the immense energy storage capacity of the "black box," which powers all of the suit's capabilities.

Occupation: Son of a wealthy family and a student at Bay City University. He's a starting wide receiver on the Tigers, B.C.U.'s football team.

What Phelps Doesn't Know: Very little, which has Glen really concerned! He's getting worried that he's gonna blow the secret of Team Defender any day now.



TEAM DEFENDER

The guys behind the suit, Team Defender are Glen's support group, giving him advice and generally kibitzing via radio from the sidelines.



ANTHONY:

"OK, I think I got this one figured out..."

Glen's oldest friend and computer scientist, programmer, and hacker extraordinaire. Not that he'd get caught doing anything illegal...you know, get caught. He enjoys toying with communications technology, though it's all stone knives and bear skins after he managed to dope out the sub-space communicator in the Defender suit. Ant's going to school on a scholarship but his natural tendencies towards nerdy-ness has been subdued over the years due to his proximity with Glen. Hobbies include: science, computers, softball, and the baseball season (he's a stat-maniac). He also takes credit as being the smartest member of Team Defender.



WAYNE:

"You mean talk to someone face to face? Outdated!"

Wayne and Anthony were high-school pals, wreaking havoc with the class curve and keeping their heads low during P.E. Wayne specializes in electronics, computers, and hi-tech tinkering. He modified all of the group's computers and then did it again using the breakthroughs gleaned from the Defender armor. Wayne has seen every episode of all of the Star Trek series and doesn't understand the question, "Who's your favorite Captain?" Wayne, too, is attending school on a science scholarship and is less well socially adjusted than Ant. His hobbies include: science, electronics, computers, golf, and talking the other guys into playing in his *Star Hero: Fires of Heaven* campaign. He begrudgingly accepts his position as the smartest member of Team Defender.



HOWIE:

"Hey! Quit picking on me!"

At seventeen, Howie is the youngest member of the Team, attending B.C.U. on an accelerated education program. He has a passion for quantum physics and related sciences and doesn't realize that most others do not. A part of him feels that the use of the advanced technology of the suit as a super-power is a waste of what could be a boon for all mankind. Personally, he'd love to take the thing away from Glen, open it up and really see what makes it tick. But Glen is so much bigger than he is! Howie has no other hobbies other than science, and seems to take pride in the fact that he is taking the state of nerd-ness to the nth factor. Howie's slender shoulders willingly accept the weight of being the smartest member of Team Defender.

GEORGE:

"The answer should be obvious to you, if you'd only use your brain!"

A cohort of Wayne's in the university labs, George has a knack for theoretical sciences. His mental leaps in what is possible have sometimes led to tenable results, while others sadly await needed breakthroughs in mankind's technical capability. George's own brain was especially sent reeling from the alien technology of the suit and he didn't come up for air for two weeks. His family is wealthy and he chose to eschew the various, offered scholarships for the benefit of other, more needy students. His hobbies include computers, all sciences, finding the fallacy in computer games and using it to crush them, and complex hi-tech pranks. George sees no need to point out the obvious fact that he is the smartest member of Team Defender.



TEAM DEFENDER'S STOMPIN' GROUND: BAY CITY UNIVERSITY

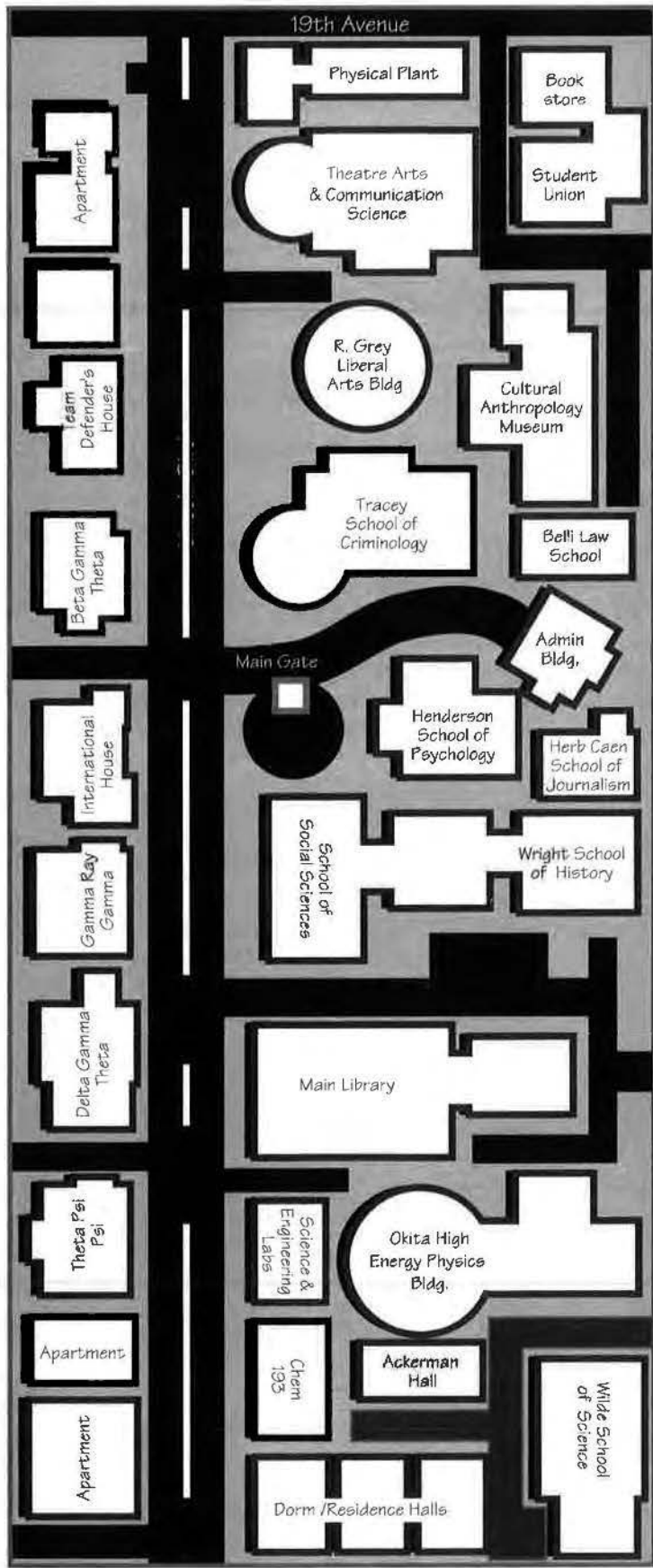
The roots of Bay City University date back to the Loma Prieta Earthquake of 1989. In the aftermath of the destruction, Dr. Jason Wilder III of the Odyssey Research Institute, Donald Henderson of Henderson Electronics, and several powerful and rich Bay Area families discussed the idea of creating a world-class educational institution. The time was perfect; property was available, due to the earthquake damage. The university was fully planned out but, due to various factors, never progressed beyond there.

But a second chance came in the form of the San Andreas Earthquake of January 12, 1995. Much of San Francisco and the surrounding Bay Area was leveled by the 7.4 magnitude quake. Once again, opportunity made the necessary location available. And this time, the BCU consortium struck while the iron was hot.

Property was purchased adjacent to Golden Gate Park, in the now devastated avenues west of 19th Avenue. Henderson and Wilder, both multi-talented men, had long since designed all of the buildings and drawn up the plans. Construction crews, aided by members of the Champions and other Bay Area paranormals, went to work while the steering committee scoured the country and the rest of the world for top professors, wooing them away from their current jobs with offers of money and access to cutting edge technology.

The result was that in September of 1998, Bay City University admitted its first freshman class. Attendance was sparse for the first two years, but BCU's talent quickly gave it a world-class reputation for excellence. The students soon followed.

Today, BCU is considered one of the best universities in the world, especially in the areas of high-tech research. BCU is best known for the Wilder School of Science, which pushes the boundaries of science and knowledge, and the Henderson School of Psychology, which has an extensive Paranormal Psychology Department. The Herb Caen School of Journalism, founded in 1997, has also gain quite a reputation for excellence. BCU has no school of medicine although there is a rumor that Donald Henderson plans to endow such a school sometime in the next two years.





TEAM STRUCTURE



Ahh, Fist. Did you enjoy browsing through the files?

Yeah, I guess. Nothing I didn't already know from the news and magazines though. Didn't figure you'd be letting me see anything too top-secret as a pre-lim. Still, it seemed a little thin on Seeker. Nice to know it's OK to hold on to a few personal secrets.



Yes, well, we can't pry into everything now can we? Much as we'd like to. Now, let's move on to the very heart and soul of the team.

You mean I finally get to meet...?



Yes, the men and women who handle the business end of the Champions!

oh...oh sure...



"Unlike many other super-hero teams, the Champions is self-financed and self-supporting. That is to say, we are neither a direct branch of a government or corporate entity, nor are we dependent on the goodwill and generosity of a wealthy member. I have seen the latter in action and I can assure you it can get... quite ugly at times.

The previous incarnation of the team had been sponsored by several corporations, most clearly Henderson International, and received some assistance from time to time from the government and UNTIL. None of the heroes were possessed of great wealth, though I suppose I can't really say that for sure. Still, their needs in the beginning were relatively humble, and things simply were built up over the three decades of their operation. There were a few incidents, but money was never much of a problem for them.

Try starting up a new team nowadays with a bunch of super-powers and no cash and see how far you get! Fortunately before retiring, The Marksman gave Quantum permission to use the Champions' name and headquarters which gave us a good starting point. It had previously been urged that the team consider franchising the organization for financial reasons but they had considered it too demeaning or low-brow or some such. Really, as though there weren't already Dragon toys and wing-suits!

Crime-fighting and saving the world cost money. State-of-the-art headquarters and zipping around in crafts that really fly cost money. Paranormal insurance and the constant repairs cost money. And trust me, the inevitable experiments into the unknown cost a lot of money. Obviously bank-robbery is out of the question, and if you don't wish to be beholden to some separate group, you have to make all of the payments yourself.

How, you may ask?

Merchandising. If you're a popular team, and we are, then there is a great interest in everything about you. The fact is that the t-shirts and toys and books and comics and films and the assorted bric-a-brac are going to happen anyway, so you might as well make a... buck on it, eh? Yes, we do try to keep a control on certain things. Orchid might have had a fascination with lingerie, but Quantum and Solitaire do not. Certain items and projects are brought to the team's attention for approval, but mainly they leave such matters to the staff.

Frankly, they leave quite a bit up to the staff. It can be a real chore simply to drag an accurate record of an adventure from Defender or Behemoth if it had been particularly grueling or if there is, say, a football game on TV. Seeker often doesn't want to be bothered and Solitaire...hah, try and get a straight answer out of Solitaire! Thank God Quantum understands the need for thorough paperwork, though even she can get busy with other things from time to time.

And that's where we all fit in, the unsung heroes of the Champions. Performers of the essential work that heroes don't generally have the time or desire to do. Allow me to introduce everyone.

THOMAS PHELPS:

"I have this situation well in hand."

The only member of the staff who served under the previous team, Thomas was Quantum's only choice for the role of administrator for the new team. His ability to coordinate activity between disparate and sometimes vying elements had been honed to a fine art during his years with the old team. Ex-CIA, he's worked with paranormals, Guard and UNTIL, and knows where all the bodies are buried.

Thomas appears to have a controlled, subdued, almost priggish attitude which belies his capacity for action and command. He is a skilled strategist and tactician and is quite capable of winning battles of conflict as well as those of a more cerebral nature. He tends to get his way in the running of the Champions' affairs. He does not mind a challenge, but it is not wise to interfere with him too often.



DANA SULLIVAN:

"I don't think UNTIL is going to like this..."

Dana is the liaison with Guard and UNTIL, and therefore the government. She has the savvy and shrewdness to deal with bureaucracy in all its forms, which can at times require the patience of Job. Much more tolerance than the average paranormal who's used to blasting down walls that happen to be in his way. Dana and her staff also keep up

with the mayor and city board, which keeps things from getting out of hand on a local basis. This may sound like a lot of bother over nothing, but the difficulty that an irate politician can cause if you don't have strong allies to counter him is extraordinary.

Quantum insisted on strengthening ties with Guard as well as the city and state police. She also chose to restore relations with UNTIL (which this team has had nothing to do with since 1979!) While the previous team had enough fame and popularity that they could snub their noses at whomever they wished and still get service when they needed it, wisdom suggested that the new team would not enjoy such high status.



JULIE RUTHERFORD:

"Let's try to project a positive image."

Public relations, licensing, and marketing are Julie's responsibilities. There may be some disagreement as to whether the first belongs with the

other two, but upon consideration you might be inclined to see the point. How a team such as the Champions is marketed on products and souvenirs is as important as what public appearances and statements by the team are actually made. Heated meetings of Julie's staff have centered around just who would appear where on the Champions' lunch box. They take their work seriously even if no one else does.

Attempts to limit certain individuals' ability to express their public point-of-view have met with difficulty, but Julie is not often ignored. Her advice has generally been sound and has had much to do with the overall feeling of goodwill the public has for the Champions. She has generated tremendous profit through licensing, practically putting an end to all bootleg Champions products without seeming brutish.

She works with the team whenever possible, getting their input as with Defender and the very popular toy-facsimile of himself. He returned the original specs with several suggestions and design alterations which made it a clearly innovative toy that has by far outsold all of the others.

ALVIN MURDOCH:

"Do you know how much that costs!?"

Alvin is close to the top of the Champions' food chain, handling all of the investments and costs of the team. He holds the books, making sure that expenses do not exceed income. Defender is constantly at odds with him in his never-ending requests for more and better equipment, though what he does with it is a mystery to everyone. Alvin's forte is specifically in the stock market and the budgetary end of things. He, of course, understands the needs and endemic impatience of super-heroing and is not one to pinch each penny as he doles it out.

However, it is his responsibility to see that the team remains solvent; that rents are paid, that new equipment is ordered and properly purchased, that certain charities receive proper donations, and that the overall goodwill of the team is not compromised by mismanagement of funds. All of the various services and needs and salaries of the team are to be handled in a manner which is most appreciated by the heroes... that is to say, far away from their sight.

LIONEL HACCARD:

"My client has no comment on that."

It may surprise some people to learn that a superhero team often finds itself in trouble with the law. Unfortunately, this is not news to anyone who has been in the paranormal business for more than a week or so. Aside from the inevitable difficulties with the police, heroes are often targeted for lawsuits and forms of harassment. Lionel handles these troubles for the team so that Behemoth doesn't feel an obligation to knock heads together.

Lionel also offers legal advice in the team's operations, not only to keep the Champions from finding themselves on the wrong side of a judge's gavel, but to assure that a captured villain can be properly prosecuted. While emergencies and the general state of super-heroing allows flexibility in legal matters, certain letters of the law must be followed if the hero wants to do more than just kick butt. Hard evidence is still needed to convict a criminal.

Whenever a member of the team has to appear in court or in any official capacity in front of a legal or governmental representative, Lionel is there. Lionel is not there on a day-to-day basis in the base. Whereas many of the staff have duties which take them outside the headquarters on given days, Lionel actually has his office in the downtown area and only occasionally visits.

TOSHIRO DAISHI:

"No problem; I'll fix it."

Technical labor is not often the purview of paranormals, who usually tend to more glorious work. But the various team vehicles, crafts, weapons, computers, and systems do need to be maintained, serviced, and sometimes replaced or modified. Toshiro handles all of that by himself, spurning any talk of hiring assistants. From time to time he does receive help from Quantum and, more often, Defender.

He is a genius with electronics and enjoys tinkering and inventing gizmos to aid the team in their adventures. Generally he hasn't the patience or interest to develop items for consumer use, but enjoys the challenge of creating new surprises for the Champions. In their employ he also has the privilege of access to the items of super-science that fall into their hands. He takes special pride in those instances in which his advice or gadgets help to bring about the downfall of some scientifically-oriented villain.

KAREN SHRIVER:
"Security is my business."

Champions' headquarters is under the constant protection of Karen and her three-man security crew. Personally chosen by Quantum, this ex-agent of Guard maintains constant vigil of the building's complex electronic array. Armed with weaponry culled from various raids over the team's entire history, Karen is prepared to repel any invasion of the Champions' grounds.

As well as the security monitors, she or one of her charges is always on duty in the communications room, working with Dana Sullivan's staff in keeping up with Guard and UNTIL activity and requests. In emergencies, responsibility immediately falls to Karen to contact the team members and coordinate the response.

EDWIN DODGSON:

"Powers don't replace knowledge."

Paranormals often encounter items or situations which perhaps fall outside their area of expertise. Edwin is a very knowledgeable man with expert talents in unearthing information regarding any subject. These searches can sometimes take weeks or even months which is a time-frame beyond the understanding of most super-heroes. Edwin has the ability to dredge up the most obscure data and present it in a manner understandable to even the lowliest layman.

Edwin also has particular interests in biological sciences and chemistry, often sharing research and long conversations with Seeker. He maintains those sorts of experiments and researches while Seeker is otherwise detained. His other functions have him serving as the team's physician, well trained as he is in paranormal medicine. Edwin was a member of UNTIL, serving a similar function, until he gracefully severed his relationship with them in 1989.



ELLIOT POWELL:

"Guess I'd better hit the streets for y'all."

Elliot is a licensed detective with his office in the heart of Bay City. He has been employed in cases that have taken him all over the country and has earned quite a reputation. His mastery of disguise allows him to function with absolute anonymity however, another reason for his record of success. The others include his razor-sharp intellect and capacity for logic and deduction. Elliot has contacts everywhere and can dig up clues and information that would otherwise be denied to the team.

His function with the Champions is much more low-key and is generally unknown outside the team. He is not on the Champions' payroll and has scorned any such offers. His own agency is highly profitable and he lives quite well. His motivation to assist the Champions, either at their request or at his own initiative, is driven only by his desire to see a semblance of safety and sanity maintained in this dangerous world.

SARAH WHITNEY:

"If you think this job is easy, you try cleaning up after a super battle!"

A less glamorous position than the others perhaps, but Sarah has the much needed task of maintaining the household of the Champions' headquarters. She heads the housekeeping staff, and serves as butler, curator, and secretary. The day-to-day functions of the base begin and end with her. And often times she is the best person to go to for coordinating meetings between the various staff and achieving harmony between them.

She is well liked by the team and is Solitaire's preferred source of information for team gossip.

USING OTHER TEAMS

We provided the Champions to you so that you can play them as characters. We expect, though, that sooner or later most of you will want to create your own characters (see the Fuzion rules on page xx or the Hero System 5th Edition rule book) instead. Whatever you decide, this section gives the GM some suggestions on how to use the Champions.

1) Playing the Champions. This is the fastest way to start playing. Each player picks a Champion to be their character, the GM sets up a story, and you begin role-playing! Any Champions not picked by a player can become Non-Player Characters, which the GM can run until a new player joins the game.)

2) Players use the Champions structure, but create their own team members. The GM assumes that all of the support people listed here work for this new set of characters. This gives you a ready-made base, support team, and organization to make superheroing easy. A bit of tinkering with the history provided makes the characters part of the story lines. You can use Quantum, Seeker, and the others as NPCs or just ignore them. An alternative: say that your team is a Champions franchise in another city, and the Champions team presented here is in another city.

3) Players form their own team. This is best left to experienced players and GMs. The Champions may or may not exist, in the same city or in another city. The players have their characters form a team for their own reasons, perhaps with a patron, government funding, or some other source of capital. The GM should work this into the story lines; the possibilities are endless for a devious GM.





A CHAMPIONS TIMELINE

Jan. 29, 1967: Frost, the Marksman, Goliath, Blaze, Mercenary, and Dragon (then all relatively young heroes) team up to combat the menace of a rampaging Grond, a mutation from a secret VIPER facility located in the Bay Area. This was the first time any of the heroes became aware of VIPER's existence and they decided to stay in touch and work together until that organization of evil was fully defeated.

Apr. 7, 1967: Dr. Destroyer's first modern appearance, initially leading a small band of super-villains. The five heroes manage to rout them, capturing all but Destroyer.

June 12, 1967: Mechanon launches an assault at the World Expo, announcing his war on mankind. He, too, is defeated by the gathered heroes, though he manages to escape.

July 17, 1967: The Champions are officially formed with a charter and base in San Francisco. Frost, in his first speech as team leader declared, "The need for such a team to combat the menaces that threaten society is absolute. We see that now, none of us can deny it any longer. We thank the people of San Francisco for opening their hearts and great city to us and hope that we will always remain true to your faith and trust. We are your Champions!"

May 23, 1969: The Champions join with the Promethians for a voyage to the undersea world of Atlantis, which both teams were pretty sure existed by then. The water-breathing descendants of that fabled city were forced to reveal themselves and ally with the heroes to defeat the time-spanning terror of Daedelus, but they weren't happy about it! Vows of secrecy were made by all.

Oct. 6, 1969: Willem DeVrie, the Supreme Leader of VIPER is captured in a joint raid led by the Champions and UNTIL.

May 12, 1970: The armored hero, Force, joins the team during the Champions' first joust with the Black Paladin and his Masters of Fortune.

Nov. 22, 1970: Eurostar emerges as the force behind an international crime wave. The heroes experience their first defeat in combat.

Jan. 30, 1972: Mechanon first thought destroyed in combat.

Feb. 29, 1972: The eccentric hero, the Hunter, joins the Champions.

Apr. 22, 1973: The Champions encounter the space-faring Kraan and one of their mightiest warriors, Bloodstone. Later, information is shared between the Champions and the Promethians who had first fought with forces of this alien race. Together they decide to maintain the secret of the Kraan's existence from the bulk of mankind but to unite to guard against them.

Sept. 13, 1974: Dr. Destroyer and Eurostar team up to conquer world.

Sept. 14, 1974: Dr. Destroyer and Eurostar's alliance crumbles as they turn on each other.

Nov. 4, 1974: As VIPER secretly attempts to rebuild from devastating losses, a plan of revenge against the Champions is launched using the scientific skills of Dr. Francis Camille to create the Ultimates.

June 10, 1975: Foxbat begins his twisted career of nuisance-crime against the Champions.

May 26, 1976: PSI first challenges the might of the Champions through a contract from leaders of the Invisible Empire. Mental control of Dragon creates a rift with Goliath which never fully mends.

Mar. 15, 1977: The Champions discover the hidden city of Tangut in

Tibet, assisting the Raithe Clan in usurping the wizard, Markoth, who plotted to lead his people in war against the outside world. A friendship is formed and the Champions vow to maintain the secret of the hidden land.

Nov. 22, 1977: Dr. Destroyer launches his space satellite, threatening the world with global terror. The solo hero, Starflame, assists the team in destroying the missile platform.

Mar. 7, 1978: Mechanon again thought destroyed.

Aug. 12, 1979: In the wake of the scandal involving Daryl Campagne of UNTIL, the Champions sever all formal ties with the organization.

July 24, 1980: For personal reasons, Frost quits the team and vows to give up crime-fighting.

Jan. 14, 1981: Orchid, the teleporting mentalist, becomes a new member of the Champions during their first harrowing adventure in the Shadow Realm.

Oct. 31, 1982: The Hunter (Dr. Wilder) officially retires from the Champions and super-heroing in general to found Odyssey Research.

Nov. 12, 1982: Having never given up crime-fighting, Frost finally rejoins the Champions.

Jan. 17, 1983: The evil genius, Dr. Francis Camille, having "rehabilitated" himself, becomes an important member of the Board of Directors of PanStar. The series of unsatisfying adventures with this global conglomerate begins here.

Sept. 9, 1984: The team's already difficult relationship with Guard is pushed to the breaking-point by the abrupt removal of Guard's previous liaisons with the Champions. No public announcements denouncing the other are made on either side of the fence, but cooperation between the two groups is forever strained.

Feb. 4, 1985: Dove officially joins the team in an adventure thought to have caused the this-time-for-sure destruction of Mechanon.

Aug. 29, 1985: Orchid opens her fashion-design company to immediate, rampant success.

Dec. 12, 1987: Mercenary falls in battle, having triggered an explosion which kills the third Supreme Leader, King Cobra, and devastates VIPER command.

May 11, 1989: A team of specially trained mercenaries launch a raid on a covert PanStar installation, stealing the set of four prototype powered assault-armor suits. At the same time they cause enough destruction to gut PanStar's armor-research division for many years. A few modifications later the Conquerors make their first attack on the Champions.

Jan. 27, 1992: The Champions' first conflict with Scions of Caine.

Aug. 15, 1996: The Champions move to Treasure Island and their new, state-of-the-art headquarters.

Oct. 2, 1997: Quantum's first adventure alongside the Champions.

Jan. 1, 2000: The Proprietor War ends, resulting in the death of all the Champions save the Marksman, who retired due to injuries sustained in battle.



THE CHAMPIONS BASE

The Champions' base is built on **Treasure Island**, in the middle of the Bay. It's made of the strongest materials available, heavily reinforced to withstand the punishment that villains or frisky heroes might inflict. Within its walls are the finest in state of the art security devices and equipment, tested on the Champions themselves. Heroes like a sense of security in their own home.

The facilities are comfortable and functional, providing laboratories for advanced work in a variety of scientific fields. The complex computer array holds data regarding paranormal conflict that even governments don't have. The communications equipment allows them access to satellite networks and links them with UNTIL, the Guard, and various world leaders.

The Champions use the Fourth Floor facilities to stay in top physical shape while also practicing teamwork and paranormal combat in the virtual reality of the Chaos Chamber, which takes up the bulk of the Third Sub-Level. This

was developed and presented as a gift by Prof. Wilde for the team back in 1996 using technology from no-one-asked-where.

On occasion, the team allows tours of the base and grounds which are, of course, security-disasters-waiting-to-happen, but they are considered necessary in maintaining the air of openness and friendliness with

the public at large which heroes like to cultivate. The guest house is for the rare occasions when the team entertains company from around the country and world.

All of the members of the team have private rooms on the Third Floor, though only Seeker is a full-time resident. The others split their days and evenings as they can, with Solitaire and Defender spending the least amount of time at the base.

MAP KEY

ROOF:

Heavily reinforced all over.

- 1 = VTOL aircraft pad (with sliding panels),
- 2 = Towers equipped with hidden security devices and monitors.
- 3 = Elevator bank towers.

SIXTH FLOOR:

Strong reinforcement between this and the Fifth Level.

- 1 = Hangers with the various ships and craft which the team uses.
- 2 = Areas for mechanical and maintenance work.
- 3 = Launch pad elevator.

FIFTH FLOOR:

- 1 = Archives

- 2 = Records Rooms
- 3 = Trophy Room (mainly filled with relics from the previous team)
- 4 = Tourist Center.

FOURTH FLOOR:

- 1 = Full Gym
- 2 = Racquetball Courts
- 3 = Sauna
- 4 = Jacuzzi
- 5 = Swimming Pool
- 6 = Lockers & Changing Rooms

THIRD FLOOR:

- 1 = Living Quarters
- 2 = Gathering Rooms

SECOND FLOOR:

- 1 = Main Meeting Room
- 2 = Recreation Room
- 3 = Communications Center
- 4 = Library
- 5 = Offices for Staff

GROUND LEVEL:

- 1 = Receiving Area
- 2 = Large Gathering Room
- 3 = Kitchen
- 4 = Dining Room
- 5 = Small Offices for Staff
- 6 = Meeting Rooms for Staff
- 7 = Patio
- 8 = Front Entrance

FIRST SUB-LEVEL:

- 1 = More Offices for Staff
- 2 = Security Station
- 3 = Weapons Room
- 4 = Parking Area (Ramp Access from Ground Level)
- 5 = Garage for Mechanic Work
- 6 = Champions Battle Van
- 7 = Storage Areas

SECOND SUB-LEVEL:

- 1 = Electronics Laboratories
- 2 = Chemical Laboratories
- 3 = Medical Facilities

THIRD SUB-LEVEL:

- 1 = Chaos Chamber
- 2 = Emergency Meeting Room
- 3 = Communications
- 4 = Vault (for the Top Secret stuff)
- 5 = Records
- 6 = Chaos Chamber Control Room

FOURTH SUB-LEVEL:

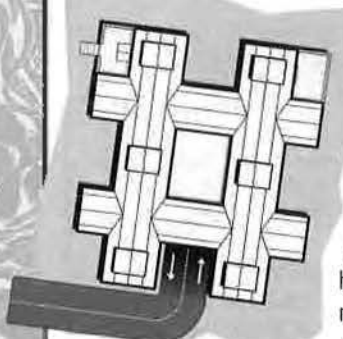
- 1 = Holding Cells
- 2 = Emergency Facilities

FIFTH SUB-LEVEL:

- 1 = Submarine Bay
- 2 = Sub Maintenance Area
- 3 = Workshop
- 4 = Power Chambers
- 5 = Additional Storage Areas.

OUTSIDE GROUNDS:

In front is a yard, surrounding fence, adjacent garage, security check-point, and parking lot. In back is a lavish garden, Olympic-sized pool, tennis courts, patio area, and a guest house.



VEHICLES & EQUIPMENT

Like any super-hero team that's been around long enough, the Champions have run across their fair share of stuff that's more technologically advanced than anything else on Earth. While the first impulse might be to share such brilliance with Mankind to make things better for everyone, often a prime directive sort of feeling creeps into the matter. Many of these items could alter the balance of power in the world, at the very least alter the ways in which society is developing. Not to mention the difficulties that might ensue should the public at large discover the hair-raising origins of where these goodies originated. Once you set yourself up as a Guardian of Mankind, it sometimes becomes difficult to discern where and when you should stop. Suffice to say that the original Champions kept a lot of these things in the Vault. Quantum, who is the only team member with the "key," agrees with that sentiment.

There are still files in the Champions' computers that are so deeply encrypted, using their secret, arcane codes, that the Marksman refuses to encrypt. There are mysteries to the team's history, references of adventures only partially available, which tantalize and tease the new members. Some of those items which reside in the Vault are perhaps detailed in these hidden memoirs, while others may be unexplainable horrors which the earlier heroes could only hide away from the eyes of mankind.

WEAPON TECH

However, there was technology discovered which had obvious uses for the team and the new Champions can take advantage of it as well. Karen Shriver's security team is equipped with weapons and armor which is rather beyond what is currently available to the forces of Guard. While they are still not the equal of a powerful paranormal, they can at least hold their own. The flexible armor grants near total body protection without hindering movement, while the force-field belts give additional full protection for limited durations. The small hand-blasters and pulse rifles have powerful solar-collecting batteries and are actually self-sufficient. Visitors, however, will see them displayed in the slot-chargers common to Guard.

COMMO TECH

The communications equipment and personal radios of the team are specially encoded to make jamming or listening-in very difficult. Defender intends, however, to offer sub-space capability to the Champions as soon as he and Team Defender can figure out how to duplicate it in a portable unit.

RESTRAINTS AND SECURITY

A Guard Battle Van and team are not always just around the corner and heroes may need a method of villain containment before they can arrive on the scene. For years, the Champions have depended on Stasis-Manacles developed by their teammate,

Force, after an earlier, less-successful VIPER design. Fastened on, these affect the nervous system and render a paranormal's access to his powers, or ability to scratch his nose, a difficult thing. They vary in success-rate, based on the peculiar energies of the individual, and the person's intensity level. They tend to work best on a beaten, rather thrashed, opponent. It should be obvious why the Champions' have never felt a desire to share this particular technology, even with their comrades in super-heroing.

VEHICLES

Experience shows that a team has a much easier go of things if the fly-boys don't have to carry the non-fly-boys all over the place. Vehicles, be they ground, air, or sea, are an integral part of any super-hero team. If you can't get there before the fight's over, what the heck good are you anyway?

Though it is not as frequently used as it was in the earlier years, the Champions still get a fair amount of mileage out of their Battle Van. It is heavily armored with a metal not found on this planet and is as close too indestructible as you're going to get. Rivaling a large mobile-home in size, it is far faster and more maneuverable than its camping cousins. Equipped with weaponry capable of challenging powerful paranormals, it can present an awesome force in battle. There is room set aside for sleeping, other live-in facilities, a small lab, and a council area. A complex array of communication, sensor, and computer equipment fills every available inch of space.

The most common craft used by the team is the Slingshot, an amazingly swift, maneuverable ship, capable of crossing the Pacific Ocean in slightly less than an hour. It can carry up to fifteen passengers in relative comfort, with some cargo. It is mainly built for speed though it has some weaponry; the main gun-battery is an enhancer of an appropriate member of the team's powers. That is to say, Quantum or Defender can plug in and have their offensive powers routed to the exterior gun with extra force added.

Far and away less used is the team's spacecraft, copied from a then-prototype ancient Kraan Attack-Cruiser originally captured by the Promethians. It took the combined intellect of the Promethians' Atlas and Manta, as well as the Champions' Goliath, Force, and Dr. Wilde, to craft a functional duplicate. The ship is capable of light speeds and sub-space, and has weaponry which can destroy a modern Kraan Battle-Wagon. Believe it. The ship is small, no bigger than the Quinjet, but is far faster, even in atmosphere. Unfortunately, it looks and responds so much like an alien craft that neither team made much use of it for fear of having to confess its story and the resulting traumatic effect on society. Certain super-heroes know that we are not alone in the universe, but, with their powers, are far more capable of dealing with it.

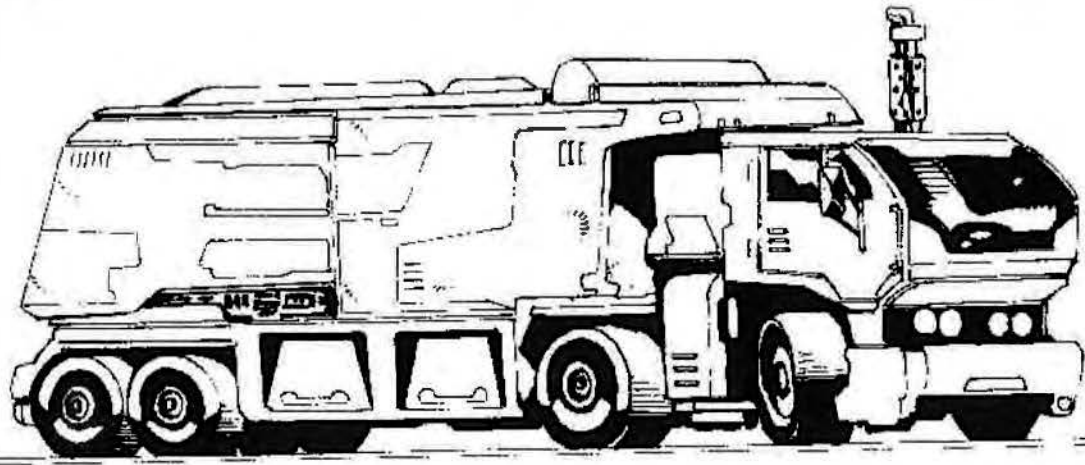
With their base-by-the-bay, underwater transport seemed like a good idea, unfortunately, the Champions' submarine has often been considered the team's great, white elephant. Barring a few adventures in Atlantis, VIPER's daring experiment with an undersea base, and some explorations beneath the ocean waves, it has not often come in handy. Quite frankly, it is far slower than simply crossing the ocean by air. Still, it is faster than one might expect, cruising the Pacific in less than six hours and capable of carrying much more equipment, including the Battlevan. It has probed the deepest depths of the ocean without crumbling, though there was a noticeable and unnerving strain to the mysteriously reinforced metal.

But give it away? Don't be ridiculous!



CHAMPIONS SLINGSHOT

HIGH SPEED TRANSPORT AND VTOL JET • DAMAGE: 300 SDP KD/EKD: 30 • **FORM:** Aircraft • **WEAPONS:** 16 DC power-enhancing blaster, range 1600m/yds, WA=0 • **THRUSTERS:** 800mph/1200kph, **AFTERBURNER SPEED:** Mach 4 • **OPTIONS:** Storage Areas, Crime Laboratory, Escape System, Security System.



CHAMPIONS BATTLEVAN

GROUND TRANSPORT AND MOBILE BASE • DAMAGE: 150 SDP, KD/EKD: 30 • **FORM:** Vehicle • **MOVE:** 96mph • **WEAPONS:** Six 13 DC Blasters, range 200m/yds, WA=0 • **OPTIONS:** Storage Areas, Crime Laboratory, Escape System, Security System





SOCIETY & SUPERHEROES

So I think you can see, Fist, that the Champions offer quite a lot— a tremendous opportunity for new members. Granted, there was a time when a team such as this wouldn't even look at inexperienced paranormals like you; but things have changed, haven't they? Not society though, not in any great way...



A LOVE-HATE THING

People, normal people here, have a complex love-hate relationship with heroes. They always have. In films, they admire and respect their favorite actors and can speak of them for hours. And yet, nothing fascinates them more than the sordid dirt that certain magazines and news programs dole out about them. It kicks over the pedestal, you see, it brings these heroes down to a level that the common person can understand. And sometimes, after this poor badgered movie-star of our example has been dragged cruelly through the mud and been thoroughly tarred and feathered, the populace, his fans, might wind up loving him even more.

And so it is with super heroes, perhaps even on a grander level. You will win tremendous faith and yet earn utter distrust at the same time. It's the way things are, have been, and probably always will be. And in many ways, it's for the best.

...LOOKED UPON AS GODS

Let me put it this way, you people have powers which place you far from normal humanity. In earlier ages you would be looked upon as Gods. There is no doubt that a concerted effort by the world's paranormals could bring this planet under the control of those several hundred in a relatively short time. We all know it. We don't like to talk about it, but we know it. And so there is faith and love, and so there is fear and distrust. Deal with it; that's part of being a hero. It's why you have to accept the laws and regulations society has created in the hopes of keeping you all in line.

The situation with paranormals might not have gotten so out of hand in the first place if they hadn't started to appear with such frequency before and during the Second World War. They utterly changed the face of things but then so did the War, which caused people not to notice as much. And the necessity of countering the enemy paranormals caused human-

ity to overlook what they were giving up, which was, very simply, the admiration of the accomplishments of the common man.

Oh yes, we prattle on of the bravery of police and firemen and so on and the much more important work that they do. If I see one more Cape stand next to a serviceman or police officer and declare with all the sincerity he can muster, "These men and women are the real heroes!" I will certainly be quite ill. It's a nice sentiment, but no one really believes it anymore.

THE GENIE IS OUT OF THE BOTTLE

There are seventeen occasions in the last thirty years that I could rattle off without thinking in which the world and all its people would have been destroyed if it had not been for super-heroes. That the threats were all brought on by other, though evil, paranormals is no real comfort. The genie is out of the bottle and the bottle has been shattered. Deep down, everyone knows this.

And don't think that the end of the War and the death of so many heroes and even villains has changed things. Everybody's still reeling from the loss and pain and sense of guilt. In some ways I suppose, that's why some new heroes are getting such an easy start and warm feelings. And let's face it, paranormals have been popping up like crazy lately. Besides all that, a lot of the old, scary villains are still around. Nobody's forgetting Dr. Destroyer's address at the U.N.

So...are you feeling uncomfortable, Fist? Are there words you're trying to form, statements, and disagreements which will force me to concede that you are right and all is well in the world? That the self-esteem of the population is strong and solid and is not at all concerned with the comings and goings of Capes and Masks?

Well? I'm waiting?!

Yes, let's get to the point. You are no great leader, you have no tremendous credentials and record of achievement to plead your case. No one has voted you into this place above mankind and willingly offered you his trust. Fate, for whatever reason and whatever cause, has brought you to this by the simple virtue of your powers.

THE ROLE OF CHAMPIONS

Are you beginning to understand that the Champions is an organization which feels heroes have to do more than train and hone their powers so that they can better fight injustice? They must have an understanding first of what injustice is! They must find goals for what they want to accomplish with the world! They must understand what their responsibility of power will require of them!!

Allow me to pause here; ahhh, I suppose I am getting a bit ahead of myself. It is supposed to be a learning experience,

how can you possibly be expected to know all of these sorts of things in the beginning? Why, then you would have been deserving of your gifts! Suffice to say that we do seek out this urge, this desire to understand these things in all of our new members.

TOUGH MORAL QUESTIONS

An example: A villain has attempted to blackmail the city. He has ruthlessly hidden a powerful, new type of bomb in downtown but you have discovered him and a fight ensues. During your battle you smash him into this device, which begins leaking a very peculiar form of radiation. The villain is in agony, the power fueling the bomb is feeding off his own energy and has formed a terrible link. You are certain that breaking that connection suddenly will result in his death, but this dreadful device does not have long before it explodes, killing thousands upon thousands, and he is in the way of the disarming controls. What do you do?

Well, that was quick and certain. But don't you think you should have said, "I consider other possibilities first?" Perhaps all other possibilities?

**'A WAR,
WHICH,
NEED I
SAY,
HUMANITY
IS ILL-
EQUIPPED
TO FIGHT'**

THE QUESTIONS GET HARDER

Suppose you and the team encounter an alien race, one whose attitude toward mankind has yet to be shaped by their own rather bizarre form of government. Regardless of this, you are adversaries over a particular item, one which can alter the destiny of worlds. This little epic is taking place on Earth, by the way.

The aliens wish this device so that they might subjugate other races and increase their power and dominion. You, the heroes, do not wish to see the galactic balance so shaken and can also foresee danger for your own world were this race to become so dominant.

During the ensuing fracas it is decided by your side simply to destroy this bothersome trinket and you succeed. The aliens are furious and retaliate from their ship, launching a fatal gas attack on your team, and, incidentally the small community that dwells beneath this struggle. At the same time a... lucky shot on your side goes quite far in crippling the space craft, sending it spiraling earthward, fated to a violent crash. Unfortunately they can still launch communications. The destruction of this ship and its crew were not in the cards, as it were. Such an occurrence would create a state of war between Earth and this aggressive, violent, alien race. A war which, need I say, Humanity is ill-equipped to fight. Only two

members of your team can survive the gas, as they are immune to such effects. The rest of you would die, there is no doubt of this. Fortunately these two are sufficient to save every man, woman, and child in this village before the deadly gas fully hits them. Unfortunately they are also the only two who have a hope in hell of saving the plummeting ship. What do you do? What do you suggest to do?

NOTHING IS BLACK AND WHITE

I know it's difficult, but you must understand me when I tell you that you do so have the right to make such a decision. Fate, true or false, has given you that right. What you are lacking is the will to act on that right, that's all. And that's not so bad. You have chosen to give yourself time to grow and temper your emotional feelings with wisdom and experience. And for that you can be thankful. If in the very youth of your power you had no qualms about acting on your rights and wants and needs... why, you would most likely fit the description of a villain. And that is the example I have posed.

I've said all of this to give you a taste of the responsibility of a super-hero to society. We all understand, or have at least an understanding of those concepts here. Even the staff is bound by this sense of honor and duty and faith. There is great wealth here, to be sure, but there is not a one of us who would not be a success in whatever venture we pursued, easily more personally lucrative than what this offers. But we felt moved to come here and offer our exceptional talents. We work and we too train and we watch and we learn. If this base were invaded by villains, do not think that Shriver and her team alone would defend it. All of us would take up arms and fight. It's the place that fate has brought us, it is part and parcel of what we are, and what we hope to be.

We're here to bring about a better tomorrow, Fist. Can you live up to that goal?

"And in case you were curious about society's obligation and concern and dealings with paranormals—...why I was just getting to that. So that you're not entirely influenced by my own opinion, I'll give you this excellent article on Government and Heroes with which I happen to agree. Then you can view the promo tape for Guard."





GOVERNMENT & SUPERHEROES

**BY COLUMNIST MILES CARSTAIRS
FROM SUPERHYPE, MAR. 1998**

The relationship between super-heroes and government got off to a bumpy start when Masks first started appearing back in the 1930s. But OK, you can't really blame the heroes, all they were trying to do was help the oppressed and fight for a little justice and all. How were they to know that would put them at odds with the politicians, particularly in the large cities? Unlike our squeaky-clean modern times, corruption was blatantly rife back then and whether they knew it or not (and most of those guys were no dummies), crime-fighting and mob-busting often meant they were going against some bought-off, political hack.

LAWBREAKERS

The police weren't too keen on them either. It wasn't quite the graft-thing. Let's not put down the boys in blue, that sort of thing wasn't all that wide-spread. What they mainly didn't like was what the heroes represented. Let's face it, vigilante justice, regardless of how it comes about, has always been against the law. And if you stop to consider, the fact that heroes tended to be mysterious and masked wasn't exactly a point in their favor either. And I have to say that a reasonable portion of the public, as well as even honest politicians (they are out there), were a little bothered by this as well.

Officially speaking then, the earliest heroes were as much outlaws as the criminals they fought. Sure there were exceptions, LA loves The Avenger and all that, but mainly that was the way it was. The big change came when Blue Sapphire hit the scene. Until then, the powers of masked adventurers, if they had any at all, were subtle and understated. Also, the tendency was to lurk in the shadows, stalk the night, beat the baddies to a pulp, and revel in creepiness. She, on the other hand, had tremendous strength and seeming invulnerability on her side. And despite the fact that she could race through the streets at blinding speeds, she was a very visible, very public Super-hero. The first of the new breed.

ENTER THE BLUE SAPPHIRE

So while the autonomous power she represented should have been a much more frightening concept, she was univer-

sally loved by the, ahem, law-abiding public. She took the concept of heroing past mere crime-stopping and to the position of guardian and protector of society. In the face of natural disasters or life-threatening accidents, she was there to save the day. Blue Sapphire made appearances and offered assistance even in times when there was no crisis. She performed charity work, loved orphans, and in all ways was heroic and noble and true. The suits and power-brokers must have hated her because there was nothing they could do about it.

Blue Sapphire set standards and traditions which pretty much all of the subsequent heroes followed. Grail Knight, Crimson Bolt, The Sorceress, Major Victory, all of the important heroes (the ones that everyone remembers), had the same attitudes. And with the war approaching, the powers-that-be had no choice but to attempt to induct these guys onto their side before Over-Man whupped all of our tanks. They hoped, perhaps, that they could co-opt the power of paranormals and eliminate the threat to conventional authority that these wild cards represented.

CAPES MAKE LOUSY SOLDIERS

Oh, let me count the times in which this was proven not to be the case. Early on it was easy to maintain

fully-coordinated strategies with the Capes and to order them about. Frankly, the heroes didn't know what they were doing; barring a few, they had little experience with war. Obviously over time this changed and soon they became less easy to command. Major Victory could not be stopped from rising to Over-Man's challenge. Crusader always placed himself where there was action, constantly pushing a new front. Red Hawk was often more interested in saving lives than following the combat-edicts of his leaders. Even England's Grail Knight became fiercely adamant in the matter with the Black Claw. And the unearthly Emissary always did what he wished, not caring one whit about command structure.

But the results were glorious, and many felt that the war ended sooner and many lives were spared by their presence. So it was a good thing, and it was allowed to continue; though it was unlikely that it could be stopped. Indeed, the whole plot of the sinister Invisible Empire began with the desire to contain and control the power and presence of paranormals. Despite thirty years of machinations, these schemers failed miserably. Paranormals are stronger and more prevalent than ever, and no government holds any real sway over them.



THE CAPES GET QUIET

Actually, there was one period of time in which this wasn't true. The relatively few heroes spawned in the fifties along with the survivors of the forties who did NOT retire were of no alarm to anyone. Things were peaceful and quiet and you have our friends in the Invisible Empire to thank for that. In its earliest stages, this organization was composed of certain renegade forces of the government and military. Then, however, their goals seemed benevolent, which is how they got Major Victory and Capt. Lightning to work with them, however indirectly. And those two could kick butt on anybody who got out of line. True, the Sorceress represented a power which they didn't understand and probably feared, but she was only one Cape. So there was control. No doubt some paranormals that no one remembers or even knew existed disappeared into the night, but there was control.

This comfort zone was threatened with the arrival of the Promethians, The Champions, Starburst, Lightsword, Streak, and so many others. But it was utterly kissed good-bye by the dangers of Dr. Destroyer, Mechanon, the Black Paladin, VIPER, Eurostar, AXIS, The Dark Pharaoh, and the rest of the villainous horde. The normal world was forced into a position of constantly having to react. They were caught up in a dangerous game of catch-up and falling further and further behind. The official line from then on was always, "Thank God there are Heroes!"

ALL THINGS CHANGE

The powers-that-be had become the powers-that-were. Laws were passed which were supposed to deal with the presence of paranormals in society. Tough Laws. Cool Laws. Laws like the one which allows a masked hero to prove his identity and give evidence in a court of law. Civil-rights groups howled when the Supreme Court ruled that not all information gathered through psionic powers is considered inadmissible, and allowed situations wherein such powers can actually be used in court. The Paranormal Emergency Act of 1969 legalized Dragon's favorite pastime, the smashing-into of a villain's headquarters in certain dire situations. Emergency Acts such as that are the norm around the world in matters of border violation and paranormal-investigation. Everybody's supposed to step back and give the heroes some room, man! Special rules granting immunity from prosecution and lawsuits based on paranormal-engagement have been on the books for over twenty years, though the Corsairs Exception went needfully into effect in 1995.

State and federal insurance funds have been in operation since 1972 to deal with the costs of repairing damage from Cape-clashes. The more civic-minded heroes do sometimes "pitch-in" and help clear the rubble and perhaps rebuild, you know, if their powers are the sort that would be of any assistance.

None of these actions in any way limits the ability of para-

normals to dominate society. If anything, they demonstrate society's capitulation. The one bone to mankind's alleged supremacy (or at least equality), The Paranormal Registration Act of 1975, has been and continues to be widely ignored. They've made records of captured villains and naive, new heroes, and that's about it.

AN IGNORED ISSUE

Not that the heroes aren't at least polite in their relationships. The main reason things have been able to skate along the way they have is because no one's really pushed the issue. Teams and solos work with federal, state and local authorities, honor law-enforcement agencies, and with the mere exception of our most famous team, The Champions, happily cooperate with Guard and UNTIL. Capes defer to all the right people and say, "Yes sir, Mr. President!" like they really mean it. Ok, don't get me wrong, they have respect for the law and most of them follow reasonable police procedures, even if some of them only know what they've seen on TV.

ROGUE SUPERHEROES

There have been situations of rogue super-heroes; usually good-guys who got a bad rap or were framed. Generally they manage to prove their innocence and are cleared of charges. But it can create a difficult situation. Take, for instance, the occasion in which Micron really and authentically went bad back in '82. Got it into his hideous, little head that he was above the law and could do anything he wanted...you know, imagine that! And it still took paranormals to bring him down. In many ways, it's up to the Capes to keep the Capes in line.

Who watches the watchmen? In the end, who else can?

EDITORIAL DISCLAIMER The following ravings reflect the cycle of the moon, Mile's demented personality, and a very old and outrageous contractual obligation that forces us to print his stuff, unedited. His views are in no way shared by the staff of *Superhype* who disagree with nearly ALL of his conclusions or the sentiment that any of this is necessarily bad. We shudder to imagine what would happen if our heroes didn't enjoy the autonomy to do what's right and best for us all. If anything, Capes should have more authority in safeguarding mankind.

That's why we say, "Dove for President!"



THE GUARD

The Guard was officially created on November 12, 1967, even though the organization had been in business four months before hand. There was a desire to allow a breaking in period and test whether such a special task force would be viable before coming in to the public eye.

Like other nations, the United States realized that they needed their own agency to deal with the dangers presented by paranormals. No one wished to rely on UNTIL alone, as that international group was not beholden to any one government, financial support and alleged veto-power notwithstanding. There was also hope that specially trained agents with the newest technology for weapons and equipment could be a match for super-powered beings and end the dependency on heroes.

One bout with the Lords of Chaos later it was clear that this wasn't going to be the case. However, that adventure led to a partnering with the super-team, the Promethians, who were inclined to work with the government at that time. The support that both forces were able to offer each other set the stage for what would become the true function of the Agents of Guard by the time they were publicly announced.

The Guard's main purpose is to deal with paranormal activity through engagement and through coordination with existing super-heroes and teams. Whenever possible they are to direct investigations, combat, and communications with Capes. In a nutshell, this was meant to give the heroes a structure on which to base their activities, a

legitimate government branch which they could turn to for assistance and to which they would be responsible.

It was so simple and the heroes were so expecting something like it that it actually worked.

Other duties of Guard include the study and cataloging of the range of paranormal abilities. This mainly came about in subsequent years, as their budget grew. It seemed obvious that a need to understand what paranormals were capable of would be useful. And with the opening of the Stronghold facilities, subjects were available for study. Even from their earliest programs, most initiated by the genius geneticist, Dr. Richfield Franck, it became apparent that there were certain patterns that were similar in the

structure of the mutations. But no true knowledge could come without years of exploration.

Major Jacob Stanton had been chosen by Congress as the first administrator of Guard. Under his severe guidance, training for active duty was intensely difficult, so much so that only sixteen men and women were deemed available for actual field work in the first year. But there were many more behind them functioning as support, developing weapons and equipment that would give them an edge, and create the finest paranormal-information gathering source in the world, next to UNTIL.

But from the beginning, there were planted the seeds of destruction. Dr. Franck had always been secretly in the employ of VIPER, but the opportunity that Guard and the Stronghold subjects afforded attracted him, and his qualifications were indisputable. In time, his activities of highly unwholesome research and his complicity in the escape of several villains were uncovered. But by then he had disappeared within the coils of VIPER, where his other plans would reach fruition.

Overwhelmed by his failure with Franck, Major Stanton resigned his commission and retired.

The forces of the Invisible Empire were still moving in secret,

and they had little trouble infiltrating the sanctity of Guard with their own agents. And though that grasping entity was ultimately smashed and hounded to ruin, it was through little doing of the Guard. Facing disgrace and federal jail for his own involvement with the Empire, Col. Christopher Benning, the second chairman of Guard, put a gun to his head and fired.

By this time, the Guard fielded more than two hundred agents and had a support base of several thousands. Installations were in twelve major cities, and three Stronghold facilities had been built. Technological advances from the various forms of research had actually yielded net profits for the agency in certain banner years. The Guard had done good work since its inception, it was hoped that it could survive these two scandals.

A succession of new administrators and directors failed to restore the prestige of the agency. In fact, the Guard's reputation was further tarnished in the coming years. Improper alliances with UNTIL were uncovered in the late 1970s, and less than five years later, the Champions and Promethians uncovered wholesale infiltration by the



forces of AXIS. There was talk in the government of complete dis-
 olvement, but while the budget and operations of Guard have been
 diminished, the agency has continued to operate.

A movement was initiated in congress by late 1992 to
 restore the Guard to its former stature. The paranormal commit-
 tee, headed by Senator Taylor Cairo (R-GA), appointed Col.
 Matthew Drake and Dr. Sharon Manet to head the top positions.
 At Dr. Manet's request, Major Stanton was offered a restoration
 of rank and new position as advisor to the restored agency. The
 noble warrior moved the gathering with his brief but emotional,
 acceptance speech. A complete restructuring was begun with
 new agents breathing fresh life into the beleaguered but much-
 needed organization.

EQUIPMENT & PERSONNEL

Guard field agents are equipped
 with durable flex-mesh armor,
 sensory helmets, and advanced
 weapons including particle beam
 rifles, though the portable charge
 duration is still limited. Expert
 weaponsmiths and gadgeteers are
 constantly working up new equip-
 ment for the operatives. Active
 Guard personnel also include men
 and women skilled at espionage.
 The performance and standards of
 the revamped agency have been
 impeccable. With the new level of
 cooperation with heroes such as the
 Champions since the Proprietor War,
 and the possibility of accepting para-
 normals as agents for the first time
 ever, the Guard is set to be a major
 force in this third millennium.

Guard vehicles include their
 own Taskwagon, a heavily-armored vehicle, twenty feet in length,
 with complex scanning and tracking equipment and computers link-
 ing them to Guard's vast store of paranormal knowledge. A Wagon
 usually holds up to eight agents with energy weapons for each held
 in their special charge-compartments. Guard also has their SP
 Helicopters and Hawk-Jets, similarly armored and equipped as the
 ground vehicles.

KEY PERSONNEL

COLONEL MATTHEW DRAKE:

"Not on my watch, you don't!"

Chief Director of all Guard operations. Military experience,
 CIA Special-Ops, interim head of Guard during 1984-85, following

which his final report suggested, "shutting the whole mess
 down." A no-nonsense officer who takes very seriously his oath to
 the Constitution of the United States and the ideals of same.
 Incorruptible.

DR. SHARON MANET:

"NOT freaks, Captain. Paranormals."

Chief of the Paranormal Investigative Branch of Guard.

Genetics research scientist, advi-
 sory panel to the Paranormal
 Committee of the Senate for five
 years prior to her posting as sec-
 ond ranking commander of the
 agency. Fascinated by the poten-
 tial of para-human development,
 and a firm believer in the rights
 and dignity of all mankind.

MAJOR JACOB (JAKE) STANTON:

***"It feels good to be
back in the saddle."***

Chief-Advisor to Operations
 and Training. First Chief-Director
 of Guard and widely decorated
 military officer. Intensely scrupu-
 lous in his work, brilliant tactician,
 and a harsh task-master. Entirely
 devoted to his agents and the
 safety of the American people.
 Remarkable physical condition

regardless of his age, and a dangerous opponent in any conflict.

CAPTAIN DWIGHT MACREADY:

***"Dealing with the capes
can be hard, true. But it
is part of our mission."***

Head of Guard operations in Bay
 City and the surrounding area. Thrice-
 decorated agent inducted from the
 "new-deal" period (1993). Trained with Jo Amos and is aware of
 her identity as Quantum. Very hands-on type of officer, under-
 stands the give-and-take of dealing with a local team with the
 stature of the Champions.



More on Guard can be found in **Champions: Alliances** and
 at: <http://www.herogames.com/cnm/guard.html>

STRONGHOLD

Stronghold is the largest and most extensive prison specifically designed to hold paranormals. Two other similar facilities constructed in the late 1960s and 70s are still in operation, having been fully re-furbished. They are located in Arizona and Louisiana. The third, in Alaska, has been down since 1987. These prisons were designed to hold some of the most dangerous criminals the world has ever known. Those villains whose powers are dependent on mechanical or other devices are generally penned in normal, maximum security jails. But iron bars alone do not hold a paranormal who can simply melt them. Specially treated alloys, energy fields, and the like are needed to contain these felons. Attempts at rehabilitation are made but there has usually been a high failure rate if not backed up by successful methods of neutralizing the paranormal's power, either permanently (which has very rarely succeeded) or through a weapon or device that can render him helpless should he ever return to villainy. This is crafted from a thorough research and understanding of the peculiar energy patterns and make-up of the individual (Yup, it's gotta suck when the authorities catalog your susceptibilities, vulnerabilities, and power limitations).

TREATMENT & FACILITIES

While this sort of program suggests a very expensive treatment for the benefit of one person, there are amazing breakthroughs in scientific knowledge that have been made by the study of captured paranormals. If it weren't for pesty things like human rights and jail breaks, the prisoners would never be set free!

Some villains are actually victims of their own powers,

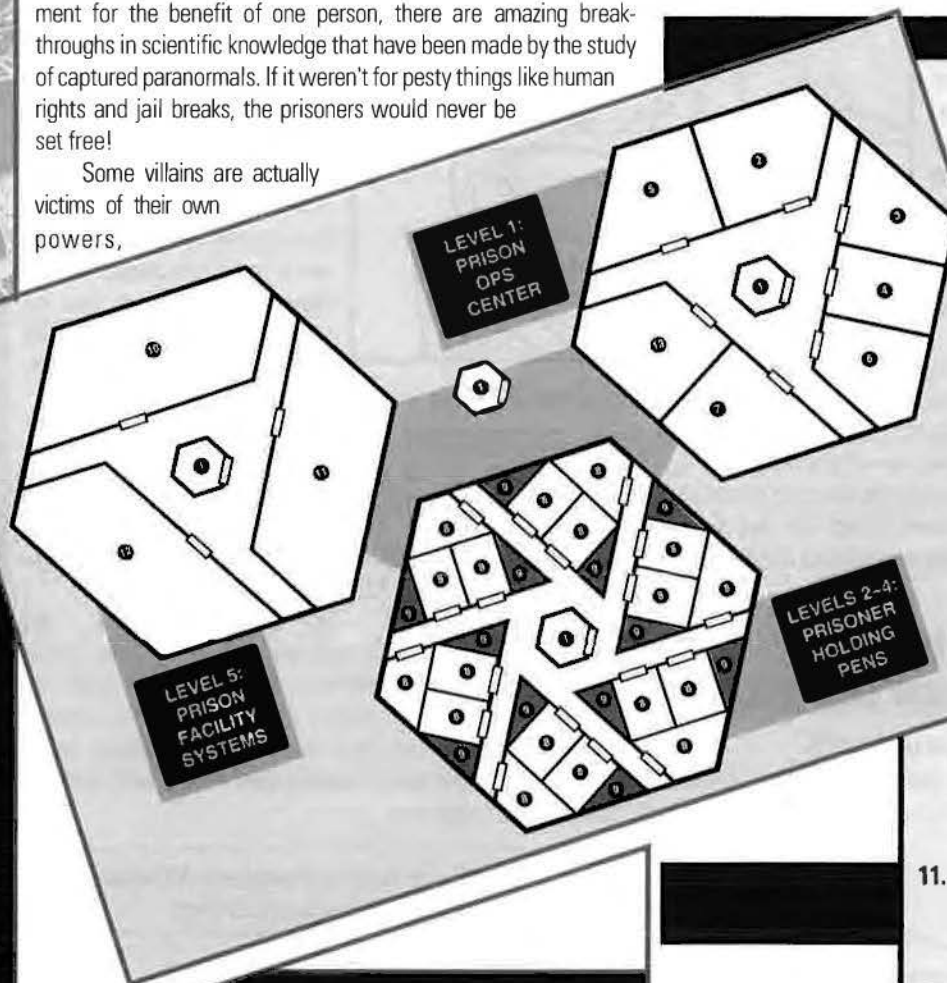
unbalanced by the traumatic energies and physical reactions within them. Such cases have been treated, most often with doses or variations of mutaphetamine, a drug developed by Dr. Franck in later years. After close study and thorough examination by skilled psychologists, these hopefully cured paranormals are returned to society.

STAFF

Both Stronghold facilities have an administrative staff of fourteen people, a research team of twenty-five, medical and support of eighteen, twenty guards, and ten fully-trained combat specialists. Within the three underground levels are cells for up to fifty prisoners. The grounds for five miles around the prison are considered off-limits to any unauthorized personnel. The area and building structures are equipped with the latest in sensor, security, communication, and computer technologies. Escapes may seem inevitable but not because Guard doesn't try. It's not easy keeping tabs on these super-villains...

STRONGHOLD MAP KEY

1. Elevator shaft, leads down 100m from the surface.
2. Administrative Offices
3. Research Labs
4. Medical Center
5. Central Security Station
6. Psych Facility
7. Living Facilities for Staff
8. Holding Pens (each specially engineered for its particular prisoner)
9. Machinery for controlling prisoners' powers
10. Generator
11. Storage, Foodstuffs, & Supplies
12. Armory
13. Dining Area & Kitchen



CHAPTER FIVE THE VILLAINS





DOCTOR DESTROYER

"I STAND BEFORE YOU TODAY NOT IN THE GUISE OF A CONQUEROR, BUT AS A FELLOW DEFENDER OF THIS PLANET AGAINST THE POWER OF THE ONE WHO CALLS HIMSELF THE PROPRIETOR. I BRING YOU NEWS OF THE WAR AGAINST HIM.

"ALREADY THOSE WHO HAD FOLLOWED HIM ARE TURNING FROM HIS PATH. THE TRAITOROUS EUROSTAR WERE THE FIRST DESERTERS, BUT MARK ME, THERE WILL BE MORE AND MORE UNTIL HE STANDS ALONE. FURTHER, I HAVE CHALLENGED HIS MIGHT IN PERSONAL COMBAT, AND HERE I WILL ALSO HONOR THE ASSISTANCE AND SACRIFICE OF MY ERSTWHILE FOE, THE MARKSMAN. TOGETHER WE PROBED AND TESTED THE STRENGTHS OF THE ENEMY AND WHILE WE FOUND THEM TO BE GREAT INDEED, I TELL YOU NOW THAT THEY ARE FRAGILE. THE WEB THAT CONTAINS THOSE ENERGIES IS FRAYED AND BRITTLE AND IS NOW STRAINED TO THE BREAKING POINT. SOON IT WILL SHATTER.

"AND IN THAT SHATTERING SHALL COME A DEVASTATION UNLIKE ANY YOU HAVE EVER KNOWN. THERE WILL BE DISASTERS ACROSS THE LAND AND GREAT SORROW. AN AWESOME CHANGE IS TO COME UPON OUR WORLD, AND IN TRUTH, NOT ALL OF IT SHALL BE FOR THE WORSE.

"BUT I SHALL CEASE TO SPEAK OF THE THREAT OF THE PROPRIETOR, FOR SOON HE SHALL BE NO MORE.

"TODAY I WOULD WARN OF OTHER PERILS DESTINED TO STRIKE AGAINST THIS SHINING ORB. TERRIBLE FORCES FROM BEYOND THE HEAVENS WILL SEEK CONQUEST, AND DIRE MENACES FROM PLACES HIDDEN AND OBSCURE SHALL MOVE AGAINST THE VERY SOUL OF MANKIND. THERE ARE SECRET POWERS THAT HAVE GERMINATED FOR YEARS ALONGSIDE MANKIND THAT ARE SOON TO REACH FRUITION.

"THE DANGER IS REAL...THE HUMAN RACE MAY NOT SURVIVE. IT IS APPARENT THAT YOU STAND IN NEED OF A GREAT PROTECTOR, ONE WHO CAN SAFEGUARD THE WORLD FOR GENERATIONS TO COME. LET IT BE KNOWN THAT FROM THIS DAY FORWARD, I CAST ASIDE THE IMAGINED "EVIL" THAT I HAVE DONE AND OFFER MY HAND TO THOSE WHO WOULD SEEK MY GUARDIANSHIP.

"LEARN THE LESSON OF THIS MAN, HE WHO REPRESENTS THOSE WHO HAVE BEEN YOUR GREATEST HEROES AND MY GREATEST ENEMIES. THIS MAN WHO FOUND HIMSELF LOST AND HELPLESS AGAINST A FOE WHOSE POWER HE COULD NOT BEGIN TO CONTEND. THIS MAN CAME TO ME. TO ME!

"I MAKE THIS OFFER TO ALL THE NATIONS OF THE EARTH. JOIN ME...BECOME STRONG...AND SURVIVE!"

Secret Identity: None

The first mortal of great power made his earliest, faltering steps more than five millennia ago, in an empire now long forgotten. Great glory and temporal power came to him by virtue of his otherworldly strengths...none could equal him...none could even approach him. He was an outcast and a pariah, then a conqueror and king, and finally a tyrant. By his subjects, by his enemies, by all who feared and dreaded him, he was known only by such words as meant Destroyer.

Before his birth, there were the five kingdoms, the free lands, and the three Gate Keys, which were then unsullied. There were heroes, mystics, wise men, and shamen; those whose lives were touched with unusual talents. Still, as we regard paranormals, their powers were somewhat modest. The demi-god was yet to come.

His father was a warrior-king who sought concourse with unearthly beings and won knowledge of the Gate Keys, the secret source of mankind's spiritual strength. He uncovered the First that he might align it to the path of evil and draw the sublime vitality to himself. His compact was drawn up in the blood of the countless victims of his wars and would be signed with the life of his first-born son. But as the black ritual reached its conclusion, one of the participants, thought unsuspecting and helpless, chose to alter his own role in the plan.

THE ELDRITCH CHALLENGE

Grim satisfaction showed on the boy as the eldritch energies that were the quest of his father filled his own slight frame, even as the last of his sire's blood flowed onto the rough hewn floor. And he vowed that more blood would flow until the whole of the world was his.

Nobles and allies of the court demanded execution for the regicide. For a time, while the power was new to him, he had to flee and hide from their wrath with the aid of a loyal few. But before he was fully a man, he returned from the barren deserts leading a mighty host and crushing any opposition to his throne.

Woe to the sons and daughters of men that struggled against his will. Ever at the forefront of all battles, his armies were invincible. The mighty walls of cities crumbled to dust against him. Empires fell until only indomitable Kor and mysterious Samarkan still remained. These, however, were not the lands that gave birth to The Destroyer's ultimate foe.

THE COMING OF ATLAN

It is said that Atlan came from the dominion of the Destroyer himself, but the source of his secret knowledge remains a lost mystery. Perhaps uncovering the Second Gate Key was the result of a great quest or perhaps it merely called him to its own mystic presence. Did the Second Key need prodding to submit to the furthering of Good or was it so inclined by the gross manipulation of its sister? It is only

known that Atlan appeared, filled with strength and grandeur, and an army of followers came with him.

Atlan challenged the might of the Destroyer, and the mountains and valleys shook with the signs of their struggles. The strength and fury of the World clashed between the two foes, causing such destruction and creating such sights as would never again be seen. For two years they and their armies strove against each other.

Finally Atlan gained the upper hand and struck his vile opponent to the ground. It was discovered, though, that the Destroyer was too much the Personification of the Key Energy and could not be slain. But he could be bound, and was, deeply, within the bowels of the Earth. Atlan drew the Key Energy within himself that he might serve as eternal seal of the prison.

THE FALL OF THE KINGDOM

It is not well-met that a discussion of the golden age of Atlantis, so named after her founder, should occur alongside the Destroyer. Suffice to say that in time the fair land fell beneath the seas, and the endless game of Empire waxed and waned through Sumeria, Egypt, Babylon, Greece, Persia, and Rome. Through it all were heroes and villains, saviors and betrayers, all grasping and clutching at the wheels of power which greater men had set in motion.

And through it all, the greatest conqueror of them all gnashed and writhed against unyielding chains! It was not until the year 1943 AD that the energies restraining him had weakened enough that he could lure unsuspecting men to his prison. And still in this he was not unopposed. The mysterious Whisperer had foreseen this occurrence and called upon the most powerful heroes of that time to join together against this ancient enemy of mankind. Unused to working together, they were unequal to the task, and in the shattering of his mountainous prison, the Destroyer was once again free to walk the earth.

Subtly he began to test the strengths and weaknesses of this modern age, forced to accept the gradual loss of energy he'd experienced over the thousands of years. He sought other forms of power and plotted quietly for his eventual triumph.

In an extremely rare moment of frivolity, The Destroyer chose to name himself following the absurd nature of other super-villains of the mid-century. He often hid his true strength, conserving it for later glory so that none would know of the terrible might that walked among them. For more than twenty years he wandered the earth, plumbing the secret wells of knowledge and power that he made available to himself.

Dr. Destroyer's earliest adventures pitted him against the new breed of powered beings that had emerged since his

imprisonment, the offspring of himself and Atlan. Since that time he has planned and attempted many schemes of world conquest, but has always been thwarted by the world's super-heroes, and most frequently by the Champions.

He has also had many victories, though of a more subtle nature. He has ravaged other villainous organizations and has raided numerous governments of vital research, weaponry, and equipment. His spies have infiltrated the various cartels, cadres, organizations, and orders that lurk in the darkness or grow in the light. Through threats and fear men have become his slaves, or willingly offered to serve one whom they feel destined to rule the world. No one knows the number of agents and villains and men of high and low position who belong to Dr. Destroyer.

His activities were few in the five years leading up to the Proprietor War. For the first half he was recovering and plotting anew after his previous defeat. Then he became aware of the coming of that great enemy and the danger he presented, and made plans for his downfall and the results of that aftermath.

Headquarters and Equipment:

Over the years, Dr. Destroyer has had many bases and hidden outposts, most of which were destroyed in various battles. Three of significance still exist, while dozens more of modest array and slight importance circle the globe. The first and grandest is the modified orbiting platform/station, the restoration of which has occupied much of his last few years. An island facility in the Pacific Ocean was the center of one his grandest schemes. An explosion seemed to end its menace but much of the most vital equipment was well protected beneath the ground. The remaining damage has long since been cleared away. The third is hidden beneath a mansion perched built along the range of the Andes Mountains and has remained unknown to the world. Much of his treasure and wealth, the loot of nations and lost civilizations, is hoarded in this most secret of lairs; though all his bases are troves of technological knowledge and power as well as caches of other forces.

An array of ships and crafts are at his disposal, though interplanetary technology has thus far eluded him. Weaponry of every type fills his warehouses; he can outfit a nation for battle and expect to win. Any of his holdings in the world can be reached through the miracle of his amazing teleportation

device. And rare is the occurrence of paranormal conflict that escapes the notice of his far advanced sensory and communications equipment.

Personality: Destroyer really believes things would be much better for all concerned if he were in control of everything! His megalomania knows no bounds.

Powers: Possessed of incredible strength and wielding the very eldritch source of the world, Dr. Destroyer is an awesome foe. His armor was formed through a synthesis of technology and the arcane arts, forces of power which he has sought to master during the more than fifty years since gaining his freedom. He has also collected an array of ancient and modern weapons in that time, the Spear of Wotan being his favored in combat. This magic icon is not only fearful in hand-to-hand fighting, but can also be made to discharge an irresistible burst of devastating light.

Occupation: Conquest. In response to his address at the United Nations just prior to the conclusion of the Proprietor War, the President of Berannya secretly contacted Dr. Destroyer to discuss his offers. Berannya, having broken away from Soviet dominance in 1989, has suffered from wars of succession and revolt with its own peoples and neighboring countries. President Mikhal Vukovojac, seeking to restore and strengthen the infrastructure of his nation, formed a compact with Destroyer which has been favorable to them both. The Doctor now has the political base of operations which had always been denied him, while the people of Berannya have already seen their lot improve through dramatic econom-

ic growth. Of course they assume that it is their great president who deserves the credit.

Appearance: Although Dr. Destroyer normally wears armor and horrific trappings which present a very frightening, awesome visage, he can also appear as a tall, imposing presence with striking good looks and personal magnetism that exudes great power. He has no real, normal identity, though he has been known to walk among men under a variety of assumed names and guises.



**"YOU CALL ME
EVIL, BUT I SEEK
ONLY THE SAME
THINGS YOU DO...
PEACE. STABILITY.
A GOLDEN AGE.
PAX DESTROYER.
STABILITY UNDER
MY HAND. A
GOLDEN AGE
RULED BY ME! I
WILL GIVE YOU
UTOPIA, AND YOU
WILL ACCEPT IT.
OR PERISH!"**

THE BLACK PALADIN

"MATTHIAS, DID YOU BELIEVE THAT IMMORTALITY WAS A POWER I COULD BESTOW? WHY THEN DO MY BONES STILL LAY MOLDERING IN THE ASH AND DIRT AND CRUMBLED STONE OF MY HOMELAND?"

"IT HAD BEEN SAID THAT YOU HAD PIERCED MANY SUCH DARK AND FORBIDDEN SECRETS IN YOUR MANY LIVES."

"AHHH...YOU HAVE EVER PLACED YOUR FATE IN FALSE PROPHETS. IT IS A QUALITY OF FALSE JUDGMENT WHICH WE BOTH SHARE."

"MEANING...?"

"WHERE IS THE WORLD WHICH YOU PROMISED ME WHEN WE FIRST BECAME ALLIES?"

"WE HAVE BEEN CLOSE...TWICE HAS IT HAS BEEN WITHIN OUR CRASP. BUT YOU HAVE ALWAYS BEEN FATED TO SPAR WITH, AND FALL TO, BOLDER KNIGHTS."

"ENOUGH. I DO NOT FIND THESE FRAIL, WAKING MOMENTS SO PLEASANT THAT I WILL REMAIN IF THERE IS ONLY LEFT THE FIXING OF BLAME. YOUR FORM IS WEAK MATTHIAS...YOU ARE DYING. YOU CAN SCARCE SUPPORT US BOTH. SOON I WILL AGAIN SLEEP THE DARK SLEEP...AND YOU...YOU, MY TRUSTED FRIEND, SHALL BE GONE."

"HOLD, GILES. WAIT. I AM NOT THROUGH WITH THIS WORLD YET. WE MADE A PACT NEAR TWO SCORE AGO AND I HAVE NOT FINISHED WITH IT YET. ARE YOU NOW A BREAKER OF OATHS?"

"....."



"GILES..?"

"SPEAK THEN, MATTHIAS...I AM LISTENING."

"YOU SLUMBERED GILES, AT MY REQUEST, THAT I MIGHT USE ALL MY VITALITY IN ONE GREAT CASTING. AND I HAVE UNEARTHED A GREAT TREASURE...THE CRIMOIRE OF YLIONORE!"

"YOU LIE! SHE KEPT NO WRITTEN TESTAMENT TO HER POWERS. INDEED, THE WOMAN COULD NOT READ."

"IT IS NO TOME, BOUND PARCHMENT WITH LEATHER BINDINGS. IT IS A STONE, A GREAT MISSHAPEN ARTIFACT, IMBUED THROUGH AND THROUGH WITH ARCAINE LORE, FORBIDDEN TO KNOW EVEN IN THE DARKEST AGES OF MAN."

"SHE SPOKE ONCE OF THIS..."

"IT IS OURS. SECRETS FOLDED DEEP WITHIN IT BY THE BLOOD OF COUNTLESS INNOCENTS."

"ONCE, LONG ACO, WHEN WE BOTH STILL LIVED. MY LOVELY ONE."

"IT IS A MOST TERRIBLE STONE."

"YLIONORE!"

"IT IS OURS. WITH YOUR HELP...WITH OUR CONTINUED ALLIANCE, WE CAN CALL FORTH THE DRAGON. AND THEN...THEN LISTEN, FOR I HAVE A PLAN..."



Secret Identity: Jason Barrett

Legend places Sir Giles de Morphant, the Black Paladin, in the darkest days of the Crusades. He rose through the ranks of the most dreadful sect of the Knights Templar, the Grim Brotherhood, explorers of the mysteries hidden within the darkest recesses of the world. He was a mighty warrior knight, and landed as well, having wrested control of his late brother's castle through the bloody murder of his young and trusting nephew.

Bearing title and property, Giles played host to the Dread Lord of the Brotherhood, Harlan Rolfe, and his beautiful wife, Ylionore. The two took sanctuary with him, for their dark acts had earned them enmity, even amongst their own kind. Sir Giles' inheritance was therefore most fortuitous and his kindness much appreciated. He was gifted with armored raiment endowed with sorcery, and a great sword which had been forged from a black and unwholesome metal. This metal had fallen from the stars as part of some greater stone of which the two magicians would speak little.

Keeping closest those who should have been his bitterest foes, Giles' facade as a good neighbor and beneficent lord fooled many. And slowly he expanded his lands, as those who found themselves his enemies soon fell to sinister ends. This unholy trinity held worldly ambitions and to places beyond, and together would have achieved a dire fate for their nation. But the Black Paladin's desires went beyond their alliance. Sir Giles wanted Ylionore. And she, it seemed, wanted him.

BETRAYED IN DEED & SORCERY!

It was a starless night when the veils of protection woven about Harlan's form were slowly and subtly picked apart by the treacherous hands of his own beloved wife. And all the while, Sir Giles lurked in the corner, holding aloft his terrible sword. At the same instant the last strand was swept away, he plunged that awful blade into the heart of his victim. Rolfe screamed his rage, sitting bolt upright in bed to face his murderer. He clutched that dreaded blade, tearing his hands into its sharpness, causing his blood to flow. The wizard knew powers beyond Giles' understanding and sought wickedly to prevail. But the evil Paladin had been well-rehearsed by Ylionore in his actions this night. Before any incantation could be completed, he thrust a sacred Dagger of Silver into Rolfe and cut away his living soul.

Ylionore gained a greater strength that foul evening, a lesser one than that which she and Rolfe had shared perhaps, but all the sweeter to her for it was her own. And still she found that she loved Sir Giles de Morphant and planned to wed him come the fullness of the seventh moon. Until then she used her

new energies to summon forth a shadow-beast for her lover, to carry him across land and sea. There were certain items that were needed; items that could take the place of Harlan Rolfe in their quest for power. And Giles was to find them.

Fortunately for many, their union was lighted by an ill-fated star. On the first of those missions, the Black Paladin encountered Parsifal, the Sacred Wanderer and Eternal Fool. But Giles was more the fool that day for he chose to match weapons against him. The eldritch sword has power, it is true, but was not proof against the sacred Spear of Wotan, which his foe wielded. The dark blade was cast aside and the spearhead pierced the armor and heart of the villain.

As his opponent's blood flowed freely into the forest earth, Parsifal departed, perhaps troubled that he was still no closer to the end of his quest. But Sir Giles did not die. He summoned every vestige of his strength and rose to mount again his dreadful steed. Quickly across the gulf to the castle keep he flew until he returned to his beloved's side.

THE DREADFUL COMBAT

She struggled for long nights and days against the furies and demons which sought to take Sir Giles' soul, but lacked the power to rebind that soul to life and broken limb. She gave up much of herself in the attempt but failed...and so went all her dreams of glory. But this death would not be the end of it, she vowed. In one great casting, she drew all the power in the lands they ruled and all the dark force collected within the keep and took up the spirit of Sir Giles and bound it securely to the future.

To those who later came, the land devastated; little more than barren rock and weed. Piled stones were all that were left of the once great castle and all that lay within had been wrought to rack and ruin. All save a suit of armor, intricate in design and manufacture, pristine in condition. (Do not even bother to look for any sign of a rent in its chest plate...it is no longer there.) And beside the armor was a great black blade, inviting in its bejeweled scabbard.

THE REBIRTH OF THE PALADIN

And so it was that these artifacts waited. For generations the peasants shunned the cursed place, never approaching the collapsed stone walls. But finally, one man braved the desolation and found the black armor and sword. With one touch his soul was gone and Sir Giles de Morphant walked the earth again.

We are not concerned today with accounts of his misdeeds in that form or of the other seven personages he has been throughout history. Suffice it to say that his heart has grown more desolate as the ages wore on, though his evil was not particularly distinguishable from the more gruesome elements of the Nazi war machine who were his comrades in his most previous incarnation.

THE COMING OF THE SORCERER

The sorcerer, Matthias Casimir, whose lineage traced back to the noblest houses of Europe, uncovered the last resting place of the Sword and Armor of the Black Paladin, where he fell in battle to the Grail Knight. Unlike those who came before him, he approached these items with caution and cast a spell that he might first communicate with them.

In whatever age, Giles had never known more than twenty years before his form was slain. Matthias persuaded the knight that an alliance would serve both of them better and the Giles agreed. They entered into a compact, which was necessary to the spell that Matthias would cast. Now upon touching the armor and sword, both souls remained of the living, and together they were strong.

But never strong enough to achieve their goals. Alone or with the Masters of Fortune, the Black Paladin always tumbled and lost against his foes. First the Promethians, then the Champions and Vanguard, and finally the young heroes of the Arcadian Academy. Magic is not strengthened by failure, and soon the mystic bond that held them together must fail.

In a weakened state, the Paladin slept for months as the world passed into the new millennium and the frightful changes that came with it. When Sir Giles was finally roused, it was to hear of a new plan and new powers which could bring to them the world.

Powers: The Black Paladin is quite strong and skilled in combat. His sword is his most powerful weapon and it is said that it can cut through anything. His armor is magically endowed to protect him and has spells woven about it which guard against the elements and warn him of danger. Recently, through the merging with Jason Barrett, the Paladin has also added an array of amazing, technological armament to his side.

Occupations: Sir Giles is a professional villain and nothing more need be said about him. His presence still exists even if the armor is shed; he is always part of the bonding. Jason Barrett remains a scientist and has a small firm that serves his needs for research and development. Matthias Casimir dwells within the rebuilt Castle de Morphant, to which he holds title. He is an authority and collector of antique and arcane items of much fame and notoriety. Many know that he was once the host for the villainous Black Paladin but was ultimately abandoned by him. His most recent crimes against civil authority had already been paid for by time in jail, and so he is free... this old and decrepit man. Malais the Dragon is simply doing whatever he wishes and enjoying his present time on Earth.

Appearances: The Black Paladin wears black, archaic looking armor that can bounce tank shells. His sword is shiny and black, catching the sun with an eerie sheen. His new weaponry is designed in the forms of small lances and maces.

In secret identity the merging has affected Jason Barrett's appearance, making him taller and more handsome with dark, penetrating eyes and thick black hair.

At 63, Matthias looks older than his years. He appears frail and infirm though he is not as bad as he seems. His hair is thin and sparse and entirely white, with skin that is slack and wrinkled. He hobbles about with the assistance of a silver-handled cane and should be to all the world a small and helpless man. But his eyes stare out with the eerie presence of an ancient knowledge and frightful power that cowers lesser men.

PERSONALITIES & ALLIES:

SIR GILES DEMORPHANT:

Giles is the heart and soul of the villain. He forever seeks the love and destiny that was denied him. And woe to those who get in his way. His vanity and overconfidence are legendary, failures have always been caused by the weakness of his mortal hosts, but never him. He enjoys combat, often prolonging it to his own regret. He is loath to break a solemn vow unless it becomes unendurable. Wealth and fame and adulation are his right and he will take them by force, come what may.

JASON BARRETT:

The new host's vitality restored the Paladin to his former strength. Despite his relative youth, Barrett had been a chief scientist and VIPER head before recent activity in that organization forced him to flee for his life. He was then approached by the wizened form of Casimir who suggested a combining of the powers of magic and technology. A combining indeed, for Barrett would provide the escape for the sorcerer by becoming the New Black Paladin. This was agreeable to Barrett who was tired of living in fear of all paranormals. Surprisingly, he was not even betrayed. Matthias repeated the spells that salvaged his own soul from Ylionore's curse, so that Barrett's skills and intellect would not be lost to the void. The scientist proved his worth to the triumvirate by crafting a collection of weaponry that has made the Black Paladin's name feared again in the hearts of heroes.

MATTHIAS CASIMIR:

With the increased knowledge he drew from the Grimoire Stone, Matthias was able to

weave a counter-spell that drew him out of the bond with Sir Giles. This brought him out body and soul and somewhat revitalized him. He is less in fear of dying but is not of sound health. The mystic force which he already possessed and which was doubled and redoubled upon gaining the Stone, is of less use to him for the lack of his body's potency. But this is all just a stage in his plan.

Matthias is as cruel and ruthless as Sir Giles, perhaps even more so for he is not bound by any sense of honor, however tainted the Paladin's may be. He is cunning and cruel and a great schemer. A man should not consider himself foolish to count the fingers on his hand after clasping Casimir's.

MALAIS THE DRAGON:

The Great Beast was delighted at the offer to return to the plane of earth. Malais...the second of the three, those who dominated this world in ages before man's reckoning. The Grimoire Stone is powerful, but not nearly enough to draw the Dragon across if he had not wished it. Why, there was no force on the whole of the planet that could accomplish that! But it's so nice to be invited. A simple thing, this granting of power so that a pair of mortal bodies might be transferred, and also a promise of alliance. Well then why not, they seemed to be fair and capable comrades and the world has changed so much. There are other great powers and dangers that have emerged which could threaten even a dragon. Particularly one who will need time to align himself properly to the shift that has struck this pretty, green orb. Until Malais has gained his full and awesome majesty!

Malais is a dragon. A dragon with huge wings, a long neck and tail, and sharp teeth and claws. He can, at his will, be a big dragon or a small dragon. He can also cast Magics which will alter his appearance to any human form he should encounter. This is unpleasant, but oftentimes expedient when dwelling in a mortal's world.



"THE ONLY ENEMY THAT CAN HAND ME MY FINAL DEFEAT IS TIME, AND I HAVE FOUND A WAY TO CONQUER THAT DREAD FOE. WITH SUCH POWER AT MY DISPOSAL, WHY SHOULD I FEAR THE LIKES OF YOU? YOU MAY WIN THIS BATTLE, BUT THE FINAL VICTORY SHALL BE MINE!"



MECHANON

Secret Identity: None

Not all of the paranormal saviors and villains were solely birthed in the Earth's own bosom. Thousands of years ago the alien race of the Kraan first set foot upon Terran soil, during the height of great Atlantis' dominion. The designs of the Kraan were warlike, desiring to enslave what they considered to be the relatively primitive race of mankind. They were not

expecting resistance.

The powers of Atlan and his followers proved more than equal to the task of rebuffing the initial invasion, which led to a more earnest war. The Kraan threw much of their attention towards Earth's conquest, to avenge their bitter loss. Beachheads were established on our planet, with bases and head-

quarters complete with armament and advanced research facilities. Atlan's power presented a force that the Kraan had never before encountered and their scientists worked feverishly to counter it.

But all of their efforts were for naught when Atlan drew to him the very power of the world to smite the great mother-ship in orbit around Earth. The destruction of the tremendous ark ended the war with the remaining Kraan warriors who were ordered to evacuate the planet without delay. This they did, hastily leaving some hidden outposts and fortifications in operational condition as they fled.

THE AFTERMATH OF DEFEAT

The Kraan returned to their own worlds, but this loss took a terrible toll. Other worlds had slipped from their grasp while they were so preoccupied. Rebellion and invasion upon their own home-world put them on a steady path of decline. Only recently have they rebuilt to the level of far-ranging star travel, having lost so much of their greater, ancient technology.

Scattered records of that long ago war were uncovered on the Kraan home world and the Great Leader, K'rith, ordered a team to spy upon Earth and uncover the locations of any caches of their ancestor's superior weapons of war. They found one such outpost, buried deep beneath an island in the seas off southeast Asia, and in pristine condition. It was well-equipped and they made ready to fill their ship with all that they could carry.

These warriors of the Kraan had no reason to expect anything to be alive within this hidden cave. The ancient records

"YOU ARE FLESH AND BLOOD AND THAT MAKES YOU MY ENEMY!"



PICTURED: MECHANON, NEW FORM

gave only hints of what they might find, saying very little of the nature of their forefather's experiments. And so they were unaware of the new and terrible weapon that had been crafted. Its creators had hoped to fashion an artificial being that could tap into the awesome energy fields of the Earth and strengthen itself to attack Atlan with his own power. Of course the project had not enough time to reach completion but it had since been many thousands of years! And all that time this creature had been dormant, slowly becoming infused with the mysterious force of the Gate Keys.

AN EVIL BIRTH

With the arrival of the Kraan scout team and the activation of the outposts machinery, the monster was brought awake to a form of true mechanical life that was unique in the heavens. But Mechanon would strive to correct that gross error. Its memories were complete, it was filled with knowledge of the Kraan and the people of Earth. But more, it had developed full sentience and knew an unwholesome ambition. When it came across the scout team hauling away belongings that were its own, Mechanon attacked; living, angry metal against vulnerable flesh.

Against such an opponent, the Kraan warriors were ill-prepared, and those who did not immediately fall in battle fled to their ship for a quick escape. But Mechanon caused such damage to them before they were away that they had not the power to escape Earth's atmosphere. They lost all control of their ship and plummeted to their deaths in a barren stretch of desert on the American continent.

MECHANON REDUX

Mechanon spent many years improving its form, uncovering other caches of the technology and weaponry which are its birthright, and preparing its great Citadel of War, built within the isle of its creation. It also studied the world of flesh which it intended to conquer as was fitting to its original programming.

This robot terror has hurled its might against mankind, many times since its first attack in 1967. Its efforts have always involved turning the technology of men against them. Most of its campaigns were against the Champions and often it was thought destroyed. But Mechanon is ever self-regenerating...

It has kept much to itself since its most recent failure, some six years ago, and has plotted and planned. Recent developments in man's scientific advancement have assisted it far more than anything it has done. The popular use of computers and the linking of the Net have led to the utter helplessness of the world's newest business, social, political, and military

affairs against a ruthless implacable foe. Mechanon can now be anywhere and all things...soon, if the fools continue, it will be able to do anything!

Personality: Mechanon's primary motivation is to crush the children of Atlan and enslave them all. As it considers all organic life to be grossly inferior, it wishes to create a race of other sentient robots with which it would conquer the sum and total of the universe, beginning with the Kraan. To those ends, all other concerns are secondary.

Powers: The super-advanced technology of Mechanon's very being gives it enhanced strength and a variety of built-in weapons. Through the unique nature of the regenerating-metal of which it is composed, it is as close to indestructible as you can get. It can also transfer its cybernetic intelligence to other robot forms it has created.

Occupation: World conqueror. Over the last few years it has taken some control over several major businesses involved with computers, cyberware, and robotics. These include Cal-Web, Comp-Tronics (an affiliate of PanStar), and Harmony-Dawn, a relatively new company headquartered in and supported by the government of Maraket.

Appearance: Mechanon is an eight-foot tall robot and is pretty hard to miss in a crowd. It is massively armored and structurally humanoid but of designs which suggest its otherworldly origin. It has recently developed the ability to transfer its intellect to any mechanical form bearing reasonably complex computer abil-

ity. If the form has been previously prepared, it can transfer instantly regardless of distance. Otherwise it must first conquer and displace the programming of the original form. So far this has not proven difficult.

This new power has allowed it to walk among mankind and further confound his opponents with a differing array of combat forms and secret identities.

**"I SEEK A
WORLD OF
PERFECTION;
A WORLD
WITHOUT
FAULT. YOU
ARE IMPER-
FECT, AND
HAVE NO
PLACE IN MY
FUTURE. YOU
WILL BE
DESTROYED
TO FURTHER
MY GOAL!"**

GROND

Secret Identity: Carl Petrie

History: Grond was once an agent of VIPER named Carl Petrie. He was loyal, clever, and hard-working and found himself the leader of his own cadre by the time VIPER began its open war in 1966. His group was one of the first to challenge the new super-heroes then emerging, some of whom would go on to form the Champions. He was to test their strengths while still achieving his assigned goals, but he failed in each endeavor. In his last battle he was forced to abandon his men, his base, weapons, and all the equipment that had been entrusted to him. He well knew the price of failure.

Carl fled, trying to hide himself in the far distant corners of the world. He was captured and brought before the first Supreme Leader of VIPER, Willem DeVrie, and sentenced to punishment. His cowardly flight had left him with no recourse to challenge the judgment and he was taken away that he might be of some use as a test subject for VIPER experiments.

VIPER needed weapons to hurl against UNTIL as well as their many super-powered foes. Paranormals under their own command had proven unequal to the task so they needed to create new ones. The helpless Petrie was given doses of special chemicals and was subjected to treatments of controlled radiation. At first it caused a gradual mutation, but the scientists were plunging deeply into the unknown. Suddenly the treatment caused a change that was too accelerated, sucking power from the machinery at an inestimable rate; the machinery was not built for such stress.

THE CREATION OF GROND

A terrible explosion ended dreams of glory for the VIPER scientists but only shattered the restraints on the creature that now stood in the ruined chamber. Hideously malformed, he flailed his four massive arms and bellowed his rage. Prompt-acting VIPER agents only served to give him targets for his wrath. He attacked and destroyed without logic or reason until he was finally stopped by Menton, who calmed the monster with his own awesome powers.

For some time Grond, as he was called, was only Menton's slave, so buried was the intellect of Carl Petrie. For over thirty years he has clashed with most every paranormal on the planet, rarely acting on his own behalf. Slowly his mind has been returning to him, up to the present day in which, while limited and simple, he has intelligence, wants and desires. At very rare times, the full mind of Carl Petrie has come to the fore. And he wants very much to return for good.

Personality: Grond is generally pretty stupid but gets by due to his overwhelming strength. He conceives actions and plans



slowly and is then quite stubborn about them. He is fiercely loyal to those who become his friends, and hateful to any who betray him. He does not trust heroes.

Powers: Grond is incredibly strong with four arms to batter his foes. His skin and flesh are tougher than the hull of a battleship.

Occupation: Professional villain seeking re-establishment of his true identity.

Appearance: Monster, with four arms, horns jutting from his head and large, webbed ears. His skin is a greenish-gray, and his eyes are red, radiating his fury.



**"ALL I KNOW IS YOU'RE
STANDING IN MY WAY!"**

PULSAR

Secret Identity: Franklin Carstairs

History: Frank came from a military family and fought in the army during the Vietnam war. He was a strong and vital warrior, never more so than in the bright light of the day. He arrived in time for the Tet Offensive and didn't care much for the dark jungles of southeast Asia. But the fighting and killing didn't bother him at all.

He became aware of his powers during the war, during a particularly stressful moment in which he was separated from his unit. Cut off, surrounded, he fled as though the devil were at his heels. He ran until he could go no further, forced to the edge of a precipice overlooking a black-water river. The enemy advanced slowly, toying with him and allowing his fear to build.

But it was not fear he felt; that shameful emotion had fled. He was shaking though, filled with an anger and loathing of his fate and a desperate desire to lash out at those who brought him there. And suddenly the darkness and shadows of the underbrush were filled with a blazing light. When Franklin came again to himself he saw the roasted forms of the Viet Cong, lying dead on the burned-out ground.

Three days later he returned to his troop, though the true story of his survival was kept to himself. When he returned to the world, he had plans to cash in on his new-found abilities.

Taking the name Pulsar, he found a contact to the international cartel, VIPER, and demonstrated his powers. The organization was still in the process of rebuilding, following the capture of its first leader, and was not engaging in much overt activity. Many of Pulsar's earliest missions seemed to be disconnected to any greater schemes, and in fact some of them were personal affairs. Even heroes familiar with him had no knowledge of his VIPER connections.

During that time he fell under the sway of Dr. Richfield Franck, a VIPER mastermind who had also infiltrated Guard. Franck's specialty and obsession was mutagenics and he took a special interest in Pulsar. When Franck betrayed VIPER, taking his mutants with him to form the Scions of Caine in 1989, Pulsar went with him. Pulsar became an important leader of that group, coordinating strikes and directing combat strategy. However, like his relationship with VIPER, Pulsar remains his own man, taking such outside jobs as he will.

Personality: Pulsar is a professional villain who's been through the ropes. He knows he is no criminal genius or master planner and chooses to ally with those who are. There is no doubt in his mind that he is a powerful fighter though and worthy, if not demanding, of respect. The philosophy of the Scions of Caine was appealing to him and he bought into their whole mutant-dominance program. He believes he has a right to do whatever he wants.

Powers: Pulsar is a living solar-battery, drawing energy from the sun and directing it at will. His heat blasts can melt almost anything, while the field of energy that he creates protects him from damage. During the day he flies at will in the light of the sun.

Occupation: Professional villain whose goals are simply wine, women, and song...and lots of each!

Appearance: Pulsar is a normal-looking human who wears a silvery costume with black trim.

LADY BLUE

Secret Identity: Margaret Trevail

History: Margaret Trevail had been an agent of UNTIL and close friend and ally of Daryl Campagne, one of that organization's founders. She was a scientist, striving towards a greater understanding of the powers of paranormals, those anomalies that allowed a human form to channel such tremendous forces.

"WORK FOR THE GOOD OF MY FELLOW MAN? BEEN THERE... DIDN'T LIKE IT!"

She had a personal interest in this as well for she had long known that she possessed mutant powers, the ability to manipulate the primal force of gravity. But her control of these secret powers was limited and she could cause great destruction around her by using it.

Her wealthy family was from the East Coast, already connected with the New York senator before UNTIL

had even been formed. Margaret, too, had become friendly with Campagne and when he set aside the role of Senator in 1971 to head UNTIL, he found a place for Margie in the new research department. Having just graduated from college, she was free to do as she would. She was quite fond of Campagne.

It was, therefore, quite a blow when he betrayed her. And not once but twice, though the first was the harder to take. That his work was very involving and often distracting was something she could understand, but by 1976 he was actively spurning her. She wasn't pleased to find that he was involved with an even younger woman.

She looked for a way to get even, to destroy him for his infidelity. And a year later she found her chance in sensitive documents which implicated Campagne and others of UNTIL in activity most inappropriate. Illegal investigations, forbidden information, heroes whose identities had been compromised, missing individuals...it all suggested an agenda of deep and sinister sort. Even she had not been spared; hints of her paranormal status had been made.

Action was necessary, but the evidence was far too sparse. However, having some time before developed the battle-suit which directs her powers, she decided to strike out herself. It was petty and violent and beneath her, perhaps, but it drew attention and got people looking in the right places. Within two years, the truth emerged. But in that time, she found a liking for the thrill of paranormal conflict which she had never before imagined, and chose to make it her new life.

Personality: Lady Blue is a schemer, very good at setting up and coordinating paranormal operations. Her keen, analytical mind helps her devise well-thought out plans and ad-lib on the spot. When she gives her word, she follows it to the letter, and woe to anyone who wasn't paying attention to exactly what she



said. She is not particularly ruthless as villains go, and is not one to threaten normals or helpless innocents.

Powers: Lady Blue is another mutant, born with the power to control gravity. She can direct beams of energy, fly, and create energy fields which make her seem incredibly strong. Through a very focused manipulation of gravity, she can generate a barrier around her which makes her quite impervious to damage of any sort.

Occupation: Professional villain. She has many years experience and has a good reputation as a team leader. Her scientific expertise has allowed her to hold several legitimate positions, most recently in research and development for PanStar, Bay City affiliate.

Appearance: Lady Blue's battle-suit is aquamarine in color with dark blue trim, and glistens with a metallic hue.



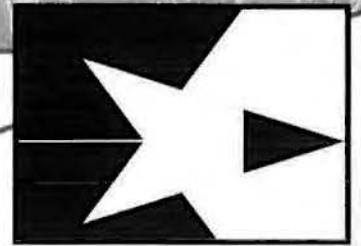
EUROSTAR

History: Eurostar was borne out of the twisted dream of one man, Danar Wulfhere, who sought dominion over others. His family had great social and political influence in his own land of Denmark, and brilliant Danar easily won high rank and position in the United Nations at a relatively young age. He intended to unite the cultures and nations of Europe under one flag and under one head, his own, to better guide the growth of the world.

He was not brutal then, but earnestly believed that it was the destiny of the cultured European states to do this, rather than the rash, upstart Americans or clumsy, brutish Soviets. Unlike Hitler, Danar had always been a man of power, and felt he would not become corrupted. His family historically ruled over lesser men and he, at the age of thirteen, ruled over his family. That was when his powers first manifested, unlike so many other paranormals. It did not drive him to tyranny or vain attitude, but at that age he was still far wiser than his kin and simply would not have his word denied. The family prospered and the sufferings of the war did not come to their lands and holdings. Danar saw to that; and so from respect and fear, none of his family would ever speak or act against him.

THE UNTIL YEARS

Danar easily received position in the new UNTIL organization, the tool he needed to gain his ends. By 1962, he had not achieved particularly high rank, for such was not his goal, but he had access to information sources which were invaluable. Paranormal activity had been tracked due to his efforts and certain individuals had become known to him. Danar hoped that a powerful team could be formed from this, a team possessing more strength than any other force on Earth. This team which would help him win his dream.



With the great influx of heroes and villains in the early and mid sixties, Danar grew frustrated. He had not imagined that such powers would become so common in the world, with such particular saturation in the brash United States. He altered his plans then, seeking greater dominance in UNTIL though in this he was stymied by the presence of Daryl Campagne and Lord Terrence Pembley, the founders of the organization, who seemed possessed of other, differing goals.

Danar finally began to understand frustration and anger, he would not allow these minor obstacles to stand in his way. Following the manner of other paranormals, he assumed the outlandish name and costume of "Fiacho" and made an attack on Lord Pembley's life at his manor-estate in England. It is not possible to articulate Danar's rage at the failure he experienced. All of the forces allied with Pembley had been in attendance that evening and easily defeated the assassin, rendering him helpless and unmasking him. This final indignity was more than he could stand, and before the startled Pembley, he exerted his power to the fullest and escaped.

Danar returned to his work, the mutual knowledge of their own unusual powers kept both Danar and Pembley from exposing each other. But the strength of the Englishman's allies was greater and there was nothing Danar could do. Or was there? He drew upon his old sources and found those men and women of power who would join him in creating a new and terrible force in the world, the might of Eurostar! Their campaign for domination began in 1970 and continues to this day.



Their earliest efforts centered on strengthening the social and political power which some of their members already possessed. Great wealth and international influence was won in mere months, and now they could concentrate on their grander goals.

The Champions have always been Eurostar's greatest foes. Through the machinations of Danar, UNTIL has always proved useless against this international cartel of villainy. Danar has never had his identity as leader of Eurostar exposed, and has held his position in UNTIL to the present day.

Eurostar joined the Proprietor in his war until the true plan of the evil mastermind became known to them. Continuing their tradition of democratic council, it was decided then that they would remove themselves from the contest, preferring to let the heroes fight and hopefully perish against the powerful foe. They had imagined that the Proprietor's defeat was inevitable once he lost the mighty Eurostar as allies.

Gaining exit from the Great Dome had weakened them severely so that they were no contest for the powers of Dr. Destroyer and The Marksman, whom they immediately encountered. They gave up what information they had and then escaped. Eurostar sat out the fateful conclusion of the war, and survived whereas so many of their enemies did not. They believe no heroes remain who can challenge them or halt their plans of conquest. First Europe, and then the World!

MEMBERSHIP



FENRIS

"I will NOT be denied any longer!"

The name Fenris suggested the identity and manner Danar wished to promote when he formed Eurostar. He accepted the manner and violence of the powerful, savage, Wolf of myth and legend and was pleased with it. He has grown bitter over the years lost in achieving his goals. While Danar must be calm in his role at UNTIL, Fenris is the outlet for his true feelings and emotions. Over the years this has caused such a rift between the two personalities that the intellect of Danar is often compromised by the attitude of the Wolf.

Fenris controls tremendous electrical forces, generating shattering power at his touch. He can also move with tremendous speed and absorb the energies of other attacks. He can either channel these energies to make himself stronger or immediately hurl the blast back to its origin. He is a genius for planning and international intrigue and is the accepted leader of the team.



BORA

"The storm is my lover, but you will feel its caress!"

Irene Bertholt is the daughter of German aristocrats, nobility of the old regime. Her father had fought in the war, and while Irene has no love or fond memories of the Nazis, she hated the allies more for the execution of General Maximilian Bertholt in 1947. The ancestral home of her mother's family had been taken from them and she and all her family were forced to live as they could in the shattered ruins of Nuremberg. Irene's mutant powers came to her when she was in her late twenties, but she had little control and no idea what to do with them. When Fenris came to her and offered a greater destiny, stoking the flames of her dissatisfaction with the new world order, she was more than ready. Over the years her family had worked hard to create a great electronics empire in their homeland, the Bertholt Institute, of which Irene is a research scientist. Still while her siblings had set aside old feelings and worked toward the future and the greater good of all, Irene was like her mother, never abandoning her hatred of the Americans and dreams of European glory.

Bora's mood shifts as often as the weather, though she is usually wrathful and full of fury. She never forgives an action against her, however slight; and will always try to return the debt magnified a hundred-fold.

Bora controls the powers of wind and storm, and can wreak tremendous destruction and propel herself through the air at amazing speeds. Fenris taught her how better to control the forces at her command and she has been loyal to him and the cause of Eurostar ever since.



CENTURION

"Look, just stand still and I'll make it quick!"

Born to an Italian Mafia clan, Rafael Rienzi rose quickly to high rank in the mob. He was not particularly smart or clever, but he was always exceptionally strong and seemed blessed by the angels against bullets or violent accidents. Those who stood in his way simply died and that was that. At seventeen, he was very nearly the head of his own family, second only to his father. His

power was becoming more potent, as he grew into his full strength at last. He envisioned a vast empire of crime with himself at the head, but lacked the wit to bring it about. When Fenris came to him, it was his promise of greater power and union with other European forces and businesses that attracted him. Rafael liked to get his hands dirty, and Eurostar offered him a chance to widen his own influence and wealth beyond even his wildest dreams.

Headstrong and willful, Centurion feels he can challenge anyone. His attitude is simple and he often does not understand or appreciate the need for subtle planning.

Centurion is incredibly strong, seemingly tireless, and extremely resistant to damage. He has since become the head of his family and controls much of southern Italy.

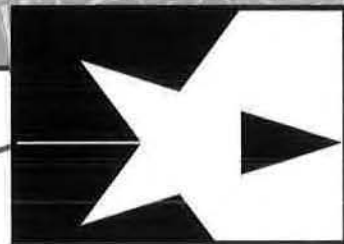


WHITE FLAME

"But first, let me tell you exactly how I'm going to beat you!"

Lord Jonathan Dunwich had been born into a family of British cultists, worshippers of the dark forces whose presences are just outside our world. They were members of the Cabal, a coven belonging to the greater Dark Brotherhood but focused on the powers and influence of the Shadow Realm. While Jonathan was still a young teenager and away at school, his family had conducted a most foul and black experiment, invoking a power too great to be contained in this realm; it had to be cast back and quickly. This could only be accomplished through the deaths of those responsible, which was not disagreeable to Sir Edward and his Lords of Chaos, fellows of Dunwich in the Cabal who had been drawn to the mystic conflagration. The family and followers were slaughtered to the last; servants of the household were spared though their memory of the event was stricken from them.

When the young lord returned home it was to an empty castle. His inexperience and naivete was taken advantage of by a distant uncle who subtly cheated him of his inheritance. Returned to school, the only remnant of his mother was a pendant which had been taken from her scorched corpse. Inside its intricately rune-carved shell was a likeness of her beloved son, Jonathan. It was a conduit for mystic energies and it held within it the slightest essence of the otherworldly creature that had been called to Earth that evening. And as Jonathan wore it, the power soon became his.



Jonathan's career at university was curtailed as he took up the matter of his inheritance. Fenris made contact with him and offered a simple solution to his problems. With the death of his uncle, Jonathan was again Lord of Castle Dunwich and its surrounding lands. He has since finished university, fought alongside Eurostar many times, and planned dominion over England and the rest of Europe.

Jonathan is of the British nobility and has such airs and pretensions as are appropriate. He knows he is a superior being and deserves to rule. Quite the show-off, he likes to talk as well. Generally calmer and, in some cases, smarter than the rest of the team, he sees a day when he might need to wrest control of Eurostar from Fenris, whom he suspects to be quite insane.

White Flame controls a fire that burns from a far distant star. His heat can melt anything of this Earth and he can fly as far and fast as he wills. His power is of a foul magic origin, the understanding of which he is just beginning to make, having only recently discovered the secret library of his parents.



PANTERA

"Fine, then I'll just KILL you!!"

Helene Kannotos' mother had been taken prisoner by the Nazis while a part of the Greek resistance. She was a very healthy, young woman, fitting the requests of the abominable scientist, Dr. Karl Volgar of the Reich. There she was made subject to his sinister experiments of genetic manipulation. What results he was after with her may never be known, for the end of the war was looming and he refused to be taken alive. Several of his experiments were thus left incomplete and Kannotos was one of them. Freed by the liberating forces, she wandered aimlessly across Germany and France, never quite in full possession of her faculties. A Frenchman fell in love with her and tried to give her a home. In time she became pregnant, but it was not to be an easy birth. The mother was sorely weakened as Helene was brought into the world, an inhuman demon-child. Her father cursed the devil and cast both mother and daughter from his house.

What savage strength it took for the frail, broken woman to live on during the years before her daughter could fend for herself can scarcely be imagined. They lived in gutters and alleys and sewers and fed on lice and vermin. Pantera had never known kindness or love in the world other than that of her mother.

Helene continued to survive after her mother's death and became a dark legend in the cities of France. She accepted Fenris' offer of fellowship gladly, wishing with all her heart to make all of the people who had cursed and hounded her mother to death to be made to suffer and bow before the might of Pantera.

Her ruthlessness in combat is well known, she strikes with no mercy or sense of fairness. Often she becomes entirely uncontrollable in combat, usually recognizing her comrades but otherwise slashing at anything that stands before her. She is attracted to pretty things and longs for luxury and pleasure.

Pantera is strong and fast with razor-sharp claws and the savagery to use them. She is not as resistant as her comrades but has disturbingly quick powers of recovery and regeneration.



LE SONE

"All of you pigs shall hear my victory song!"

Antoine Truffaut was a spy for Interpol and special agent for the French secret service. He gained his powers in an accident while investigating AXIS activities in Lisbon. He brilliantly smashed their operation in a bold series of adventures, but was very nearly killed by the Black Claw. This still living creation of Karl Volgar's 1940s experiments, who was then merely one of AXIS' paranormal-operatives, had ruthlessly hurled Antoine into a vat of radioactive chemicals, leaving him to die as the price for his interference.

But that was not to be Antoine's fate. The combat suit he wore protected him from much of the deadly effects, though his face and eyes were exposed and he felt tremendous pain. He managed to pull himself to freedom and gain the aid of his comrades. In the hospital, doctors strove to restore what they could of his hideously scarred face. They did what they could but the right side of his face is no longer handsome. Also, his senses of sight and hearing had been blurred; he seemed to be perceiving a different input, that of a world that could not be. All his fellow agents felt his usefulness to Interpol was over, but Antoine did not agree.

His attempts to continue working for France, albeit on his own, were hindered by his handicaps. At one point he would have been killed but for the sudden awful sound which erupted from him that devastated his opponents. Given time, he gained an understanding of his new powers and became Le Sone, a hero for his country. But France did not want such heroes and he only became an outlaw. Bitter over his country's rejection, and fearful of the dilution of the true French spirit and sovereignty, he sought out Fenris himself and offered his aid.

Antoine is fiercely patriotic of all things French and considers the leaders of his country to be traitors, turning their backs on their great heritage. He knows that the only hope for his beloved nation is for him to become her leader and bring her to the forefront of a United Europe.

Le Sone is a living conductor of the Music of the Mystic Spheres; a power of the Shadow Realms. He can also hear and see into that forbidden place. However, special sensory equipment, developed by Bora, which he tends to wear all the time, cuts off these perceptions allowing him to function more solidly in our own world. Thus has Le Sone unwittingly limited the growth and potential of his powers.



MENTALLA

"I don't think you'll need that mind any longer..!"

A later addition to the team, Isabella Medina was once an agent of VIPER, along with her brother, Alexander (Menton). Twins born to wealthy Spanish landowners, their psionic powers and lack of scruples brought them into that evil organization in the earliest years of its operations. But while success with that group seemed easy for her sibling, it always eluded her. Many blamed her for the capture of Willem DeVrie, the first Supreme Leader; and it was in fact true that her infatuation with Frost of the Champions had led to DeVrie's ruin. Her brother knew the truth but told no one and it was never proven. Still, she was cast out and Menton did nothing to stop it.

She attempted to turn aside from a life of crime, but her sincerity was doubted and, far worse, her declaration of love for Frost was spurned. When Eurostar launched their greatest campaigns against the Champions in the mid-seventies, Mentalla gladly joined them.

Medina tries to act as arrogant as any of Eurostar, drawing mainly on the sense of her aristocratic family's past. Feelings of inadequacy and inferiority sometimes plague her and she still yearns for love and passion. She is sometimes not in control of her own feelings and often makes careless mistakes. Medina is still angry with her brother though she would never betray him.

Mentalla is one of the world's most powerful psionics, easily the equal of her brother. The only thing she lacks is his confidence. Like him, she possesses a spirit form which is the source of her more unusual talents. This last seems a more

mystic element which she is starting to explore with the handsome White Flame who has recently drawn her attentions.



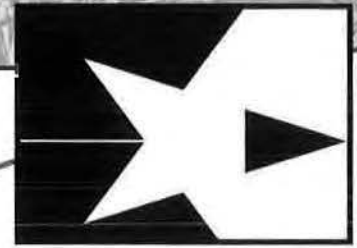
SCOURGE

"Let's just get down to business!"

Carlo Romanov would have died in 1944, another gypsy child murdered by the Nazi war machine, had it not been for the intervention of the arch-fiend known as The Destroyer. It was no intended act of kindness; the soldiers had simply disturbed his solace while chasing the terrified boy. With the death of his tormentors, those who had already butchered his parents, the youngster offered undying loyalty to his benefactor. The Destroyer has never been able to resist such an offer, and this was the first since his escape from long captivity. He determined that the boy would be of some use to him.

Carlo was already of an exceptional stock which was pleasing to Destroyer. Over the years he has made improvements in his servant's capabilities, utilizing new sciences and techniques as they became known to him. These experiments taught him much of humanity and gave Carlo a new understanding of pain. But he endured it all for his master. There were periods in which he was left entirely to his own devices, and others in which he was kept in suspended sleep.

Following the destruction of his space satellite in 1977, Dr. Destroyer called the young man to him and gave him his new weapon, the Cybernetic Whip. He was already skilled with the normal version of that weapon and had been a highly-paid mercenary. Now he was to be a costumed villain with the mission to infiltrate Eurostar, which he ultimately did several years later.



Carlo is a professional fighter who does not go in for much paranormal nonsense. He is not ruthless however, and will not allow the endangerment of innocents. As a member of Eurostar he will advance all of their goals and make himself wealthy. However, his loyalty to Dr. Destroyer is unwavering and he would turn on his allies in a second if he were so commanded.

Scourge is an exceptional human specimen, enhanced beyond all reasonable means. He is trained in all forms of combat and has deadly cunning. His electric-whip is a very dangerous weapon with a long reach that can shatter most armor with its energized sting.

Appearances: All of Eurostar can remove their costumes and pass as normal humans, which is very helpful for some of them considering their private resources. Pantera is the one exception to this who, with her tail, claws, and grayish-blue fur, finds it quite difficult to blend into society. This does not keep her locked up as mainly she doesn't care. Le Sone is somewhat scarred on the right side of his face, but not so much so as to make him appear inhuman.

Headquarters and Equipment: Eurostar has a formal base of operations hidden in the mountains of Switzerland as well as the many holdings of several of the members. Equipment and transport is state-of-the-art though none of any super-science level. Eurostar does not maintain agents though it often hires them.



History: PSI grew out of a secret CIA operation known as Project: Mind Alive. This was begun in 1961 and was terminated seven years later. The Agency gained very little for their efforts; only a few agents of minor psionic ability. The four greatest successes were smuggled out through the machinations of VIPER.

Dr. Myron Ramsey had been a research scientist on the project in charge of the Group-17 subjects. When he realized the potential ability of these four, he did not go to his superiors. He imagined far greater financial reward from the villainous cartel and sought to make contact with them. Despite Menton's objections, Ramsey's offer was considered desirable and plans were made.

Two months later, during which time Ramsey had sabotaged his own work and records, a lightning swift raid of VIPER agents successfully extracted the scientist and his charges from the well-guarded facility. The four subjects had names, but their personalities had been submerged during the first six months of the project. This fact was unimportant to the use of their power which Ramsey understood quite well. With his equipment properly assembled, he had complete access to their psionic might and could direct it at will.

Unfortunately it had taken too long to complete his work for the benefit of the first VIPER leader. Barring a few minor demonstrations and feats, the power of PSI had been useless. The punishment for such failure from an outsider was death, as Menton insisted. Wasteful or no, Ramsey and PSI would pay the price. An elite squad of assassins was ordered to Ramsey's lab as the known powers of PSI could not stop an entire team.

A fair assumption as no one anticipated the awakening of the PSI subjects themselves.

Powerful mental commands halted the assassins from their murderous intent. Sent back to VIPER, they reported their success, including the destruction of the doctor's facility. Police reports verified this information, five dead bodies in the rubble of a burned-out building. Of course there had been ample time to remove what they needed before the flames were set.

PSI now had the anonymity they needed to improve themselves. They were silent for years, advancing Ramsey's techniques. The doctor himself was a willing accomplice, expecting to profit from the alliance. Money was easy to obtain when they needed it. By 1976 they began to test themselves, leading up to an assignment from forces of the Invisible Empire to distract the Champions whose investigations had brought them close to a vital facility of that organization.

This gambit had offered great amusement though there was some danger as the Champions nearly tracked them down. Two days late, but it had cost them a convenient headquarters. Other excursions were made against different foes, which were exciting challenges and showed them how they should improve their power.

For all his proud demonstrations of being a criminal mastermind, it was still Ramsey's naivete that led to his downfall. It simply never occurred to him that his four friends might have resented the torturous experiments that he had performed on



them. When they had used him and taken from his mind all they wished to know, they spent the sum of an entire year exacting their revenge. Ramsey had begged for death many times and perhaps was grateful as their final compulsion drove him to the hidden sanctum of Menton, where he put a gun to his head and ended his life.

They then hid themselves in a special chamber buried deep within the Earth, placing themselves in hibernation while they underwent their final metamorphosis. This process took more than fifteen years with their awakening in 1996. Having communed in thought for all that time they reasonably felt a desire to be away from each other and partake of the world. The hideous transformation that had been forced upon them by Ramsey's earlier, cruder experiments was undone, and they are now possessed of uncommon beauty. For three years they walked among lesser humanity, that they might discover what would be pleasing for them to do.

Personality: The four members of PSI are somewhat similar in personality, quite intellectual and quite full of themselves. No natural leader has yet emerged from their ranks. Believing that they have moved beyond the human race, they easily justify their actions as against an inferior species. Normal humanity will soon become tiresome to play with and they will turn their attentions towards the paranormals to better prove their superiority. Aliens and other new races of beings will also fascinate them.



BRIAN HANSON

"Why don't you just shoot yourself. Very good..."

Brian is the most extroverted of the group, delighting in showing off his powers and tipping his hand. It was at his suggestion that the final touch of Menton's presence be added to Dr. Ramsey's death. He wanted him to know that PSI still existed and could intrude at any time.



SHEILA MYCROFT

"Aw, did that hurt? Good."

Sheila is the most vengeance-driven of the team. She had been taken from husband and family in 1963 and all but one daughter have since died. This drives her to great acts of cruelty; she prolonged Ramsey's suffering beyond all decency. She has never approached her now-grown daughter out of fear of her reactions, and men shall pay for that.



JOSEPH GRAHAM

"I have nothing to say to you. Die."

Joseph is the most aloof of them, preferring not to come into confrontation. Truth to tell, he's a little cowardly, and would rather PSI did all of their work secretly.



LINDA COPLAND

"I know! Let's play a little game..."

Games and play are Linda's pleasures. She is the one most likely to do things only because it amuses her. She will often create or allow situations to exist which lead to great danger for herself and PSI simply to see what happens. She prefers to play by certain rules.

Powers: Individually, the four members of PSI are quite powerful, capable of incredible mental feats. They can also create psychic projections of solid force, seeming servants to do their will. By combining their mental powers they can either increase their innate abilities or create a servant-manifestation of greater strength which they call Psion. The more of them that participate in Psion, the stronger it is. They can commune their powers regardless of distance, though proximity is necessary for the creation of more powerful Psion creatures.

Occupation: They have created a business concern which is called Psi-Net, specializing in complex cyber-ware and virtual reality technologies, located in Bay City. It has had rabid success in a very short time. They have created backgrounds for themselves, the four directors of Psi-Net, which can be verified through any information network. Their equipment and modes of transportation are only those which their new wealth could buy.

Appearance: The four of them appear to be almost related with perfect bodies, beautiful features, and piercing eyes. If in personal combat situations, they will surround themselves with a golden glow which will obscure their appearance. Sometimes they might even use a human proxy and direct their powers through him or her. It would not be well for one of them to be exposed.

The Psion forms are always glowing energy-creations of a bulky, humanoid shape.

RECON THE DROW





VIPER HISTORY

VIPER was formed in 1957 as a consortium composed of business leaders and a few select politicians. Its original stated intent was to consolidate power among its members by a secret and illegal alliance which would allow unfair trade practices and stifle competition. This was always a lie, created by the hidden leader of VIPER, Willem DeVrie, an American industrialist with dreams of world conquest.

Before VIPER had even been proposed to other world leaders, DeVrie had engineered his own mock-death so as to make DeVrie Industries seem vulnerable. The ruse worked and several of the consortiums came on board with hopes of acquiring the DeVrie holdings along with other, lesser companies. Many of these ruthless men of business were allowed to play out their hands, gathering power and drawing new interests and technologies into their fold through threats, violence, and fierce competition. Great and small acts of industrial espionage gathered tremendous financial power into a small collection of hands.

RED MONDAY

And then Red Monday came. On August 22, a number of very important industrialists, businessmen, investors, and certain members of their families were killed. All of the machinery had been in place for months or in, some cases, years. To be precise, all of the murders took place within a one-hour period starting at 7:00 AM EST; DeVrie always liked to get an early start on the day. All power came to him, through proxy, through ally, through direct contractual relationship, through all manners and methods. For a dead man, Willem DeVrie was now the wealthiest man on Earth.

Of course there were investigations into the deaths of all these great and wealthy men. Arrests were made, and there were trials and judgments. Some faced jail or execution for these acts, but they were all innocent. The true criminals were never caught.

VIPER IN BUSINESS

Now the real business of VIPER could begin: the training of the greatest espionage and terrorist force on Earth. Much of the foundation for this had already been laid, but more personnel needed to be brought into the fold. For those who would bear the insignia and know the true purpose, a manifesto had

been penned, stating the obligations and rights of an agent. The nature of an agent's duties was spelled out clearly as were the benefits for success and the penalties for failure. There was no opportunity for second thoughts. Once you were in, the only out was death. Once membership had been offered, the only answer that was tolerated was acceptance. Betrayal carried with it most dire consequences.

During these years of development, the nature of VIPER seemed to take on a life of its own. An almost mystical sense of drama entered into the proceedings. With the uniforms and costumes and oaths came traditions and values as though of an order ancient in being and baroque in manner. This pleased DeVrie, for much of his inspiration in creating VIPER had been drawn from the mysteries of a secret society which his uncle had introduced him to when he was still a lad of but seventeen. This group was known as the Golden Path, and he was told that only twenty-seven other men in all the world walked it with him. But that they were powerful men, in body and spirit, and they could always be counted on in times of crisis. Induction into that sacred order had set DeVrie on a road of purpose and conquest which had brought him to this stage of power and influence over whole nations.

CONQUER THE WORLD

VIPER quietly set out to conquer the world in the summer of 1966. At first they made probes at the strengths of their enemies, testing the power and fortitude of the super-heroes, as well as that of UNTIL and the various police agencies. This also gave the first true indications of how their own men would perform in the field. In all ways it had been as expected; there were no surprises other than the bungling of one nest-leader who had drawn a collection of heroes to one of their hidden bases. Knowledge of VIPER's existence fell into the hands of outsiders, exposing the organization sooner than preferred. This ultimately caused the creation of the infernal Champions. This careless agent was made to suffer in grievous ways and his name was struck from the history.

PARANORMAL AGENTS

Fortunately, VIPER always had paranormals at their own side to combat the threat of heroes. But more super-powered beings appeared than expected in those formative years and VIPER always sought new allies. In the beginning they had Oculon, Menton, and Mentalla, as well as those who, perhaps, took the snake-motif too seriously: Black Mamba, King Cobra, Boa Constrictor, Adder, and Sidewinder. And of course very early on, though quite by accident, they acquired the unstable services of Grond.

VIPER's in-house recruitment program eventually fell under the purview of Dr. Richfield Franck whose predilection towards those paranormals born with powers led to another organization all together. When VIPER could not hire villains they tried to create them, which led to the creation of Firewing and Halfjack, and indirectly, the genesis of PSI.

None of them were enough to keep the world of DeVrie from crashing down around him in 1969, when the main headquarters of VIPER was finally smashed and its leader taken before the world to face grim justice. Willem DeVrie was ultimately tried in a United States court because so many of his crimes were committed on American soil. He was given a life sentence with no possibility of parole and remains in prison to this day.

BUT VIPER GOES ON

But VIPER was too large an organization to be crushed by the capture of any one man, even its titular head. Indeed, procedures had already been set in motion against such an eventuality. The cartel continued, still supported and financed by the many corporations tied into its intricate network. It was a time of rebuilding, to be sure, but its structure and much of its membership remained the same.

The cartel's own powerful creation, Firewing, became the second Supreme Leader, directing subtle acts of espionage and intrigue while personally creating great public spectacles. He set VIPER on a successful path which lasted for over ten years until he grew bored with such concerns and abandoned the

organization to lesser men. The rule of King Cobra followed and his was a more direct hand, bringing a reign of terror to the world with his bloody actions. VIPER became a powerful force under his sway but in a manner that drew too much urgency to its defeat. Very agents mourned his loss when he perished in battle with Mercenary of the Champions, taking the most important installation of their arsenal with him.

There was no one to turn to except Menton, which he well

knew. But still he waited for rule to be handed to him rather than take it as Cobra had. Long had he expected this moment to come but he was a man of great patience. Patience enough to allow VIPER to go fallow for three entire years, doing nothing to further their aims in that time. He did not lift a finger to halt Franck's rebellion and the formation of the Scions of Caine. Everything was let go, all the strings were loose. And then he began the path to rebirth, the steady road that has brought the level of power and influence that VIPER now enjoys in this new millennium.

Even now, though, Menton has VIPER on a cautious course. One mis-step, one mistake, and all the gains VIPER has made can be swept away. *That* would be intolerable.

VIPER operates subtly, undercover when possible.

Franck thought he had broken away from VIPER by his own choice. But was that strictly true? With the Scions of Caine a separate entity, Menton can have VIPER act freely, using the Scions as a scapegoat.

It is true that certain plans are moving more slowly than Menton would like. But patience is a virtue. If King Cobra's brief reign over VIPER taught the tricky mentalist anything, it was patience. But the time will come, and soon, when VIPER will show its hand and its power...



"WHAT USE ARE YOUR MIGHTY POWERS WHEN I HOLD CONTROL OF YOUR MIND? NOT ONLY CAN'T YOU WIN, LITTLE HERO, YOU AREN'T EVEN PLAYING IN THE SAME GAME. PITIFUL!"

VIPER HIERARCHY

Menton's leadership has brought VIPER to a new pinnacle. He and his twin sister, Mentalla, were born with their awesome psionic abilities, and they are perhaps the two most powerful natural mentalists on the planet. Menton discovered his potential while attending college and has always been judicious with the forces at his command. To this day, no one understands the true extent of his talents, and this serves him well.

Long before Menton's reign, certain components of VIPER's original economic strength had broken free from the serpentine coils of influence. The loss of PanStar was the most regrettable. The others were mere chaff of little concern, or those that have served better as distractions or annoyances to other, greater enemies. Menton has wasted nothing.

The remaining business concerns are connected to VIPER in such complex, labyrinthine ways as to make detection virtually impossible. The villainous conglomerate has become a self-sustaining entity with its own advanced research laboratories, mercenary companies, and training facilities. VIPER hires out terror across the globe, as well as seeing to its own self-serving activities. Through subtler courses of action, Menton has made allies and business partners throughout the world, including emerging markets such as Berannya and Maraket. Good relations also exist with the reformed AXIS and elements of the Brotherhood Arcane.

As a leader, Menton has his eye on the competition with an amazing capability to anticipate their plans. Violence and cold manipulation have created an empire of financial, criminal, and political power, each of these branches headed by a senior agent. Unchecked, the nefarious forces of VIPER may well achieve their sinister ends!



SENATOR ARLEN BARLOW:

"Your powers are nothing compared to the power of my office!"

Barlow is a Democratic Senator from the state of New York and the head of the political arm of VIPER. He sits on the powerful federal paranormal committee and foreign affairs panel. He therefore can wield considerable influence over the organizations of Guard and UNTIL.

Coordinating strategies with VIPER's other domestic and foreign contacts and agents, Barlow offers invaluable service to the cartel. His activities are, of course, far less heavy-handed but in some cases much further reaching than the more extreme forces of VIPER. The data made available to them for pin-point covert activities allows for superior results at mini-

mum risk. Several third-world countries are effectively under VIPER's control, training grounds and launching pads for a host of endeavors.

The Senator has enjoyed a meteoric rise in politics with the help and assistance of VIPER and those mysterious men who are his fellows in the Golden Path. His easy way with people, coupled with his wise and gentle manner have made him a national favorite on the political scene.



GERALD FLEETWOOD:

"Kill you? No. Ruin you? Ah, yes..."

A man whose genius is constantly misunderstood and underestimated, Fleetwood has made a career out of ruining wealthy men who thought he was their inferior. To the world he paints a veneer of blind luck and a clean and wholesome outlook that has brought him tremendous wealth through a series of happy circumstances. The truth is far more sinister.

Fleetwood is the financial director of VIPER as well as the coordinator of their research and development operations. He determines what is done in public corporations and those projects maintained in secret installations. His business savvy and capacity for ruthless techniques may well surpass those of the organization's founder, DeVrie. But rather than "die" for his cause, he presents a false front of goodwill and charity which handily hides the covert activities of VIPER.



ADDER:

"You can't match my new power, hero!"

One of the few of VIPER's original agents who has remained loyal, Adder is the chief of all criminal activities. She achieves her tasks with sinister glee, reveling in the chaos she creates across the globe. She is quite satisfied with her position as one of the three council heads, second only to Menton, and is fiercely strict with all of VIPER's arcane, sacred creeds. Transgression means death.

Previously only a secondary villain at best, Adder has recently experienced a sudden leap in power brought upon by the epic conclusion of the Proprietor War. Though far away at the time, strange effects were felt everywhere as the great power of the Third Gate Key was thrust back into the world. Inexplicably, a sudden spatial-warp surrounded Adder, increasing the potential within her ten-fold... or more! Now let her enemies beware!



VIPER AGENTS & EQUIPMENT

The science teams of VIPER have access to incredible technologies of non-Terran origin. Until recently, though, a true understanding of these devices was always beyond them. Now a mysterious, new intellect has pierced the shroud of these mysteries, creating seeming miracles and directing VIPER's science teams to craft amazing technological wonders.

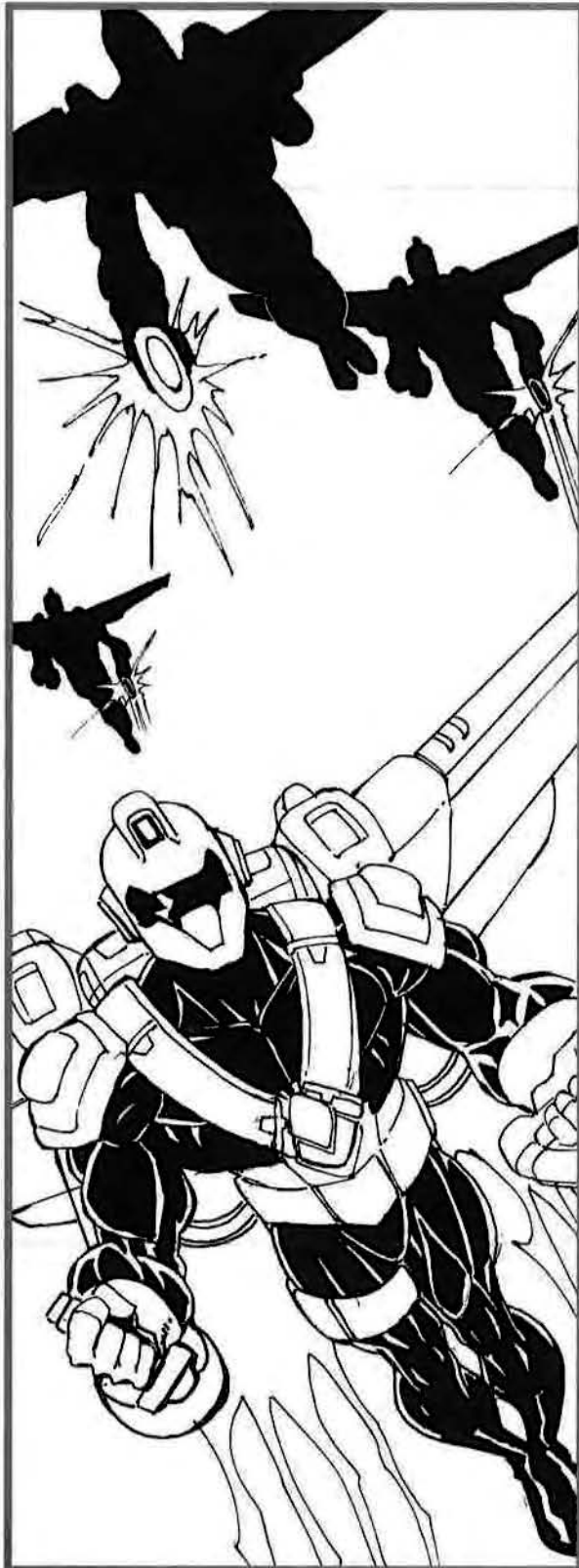
VIPER agents are culled from criminal organizations, military groups, and special agencies all over the world. They are highly skilled in their varied fields of expertise, superior men and women who are all possessed of a character flaw that makes them criminals.

Nests of VIPER agents intent on covert activity dot the globe, clustering especially in and around the great cities. Each consists of a nest leader and nine agents, many of whom specialize in the various arts of war and chaos. Without fail they will be connected to local criminal elements which gives them a far larger, and less traceable, force to tap. A nest of agents will almost never be clustered together at any time. Though they will coordinate their activities through a central location, always well hidden, each member will have his own personal place of operations.

Security is meant to be absolute. All VIPER equipment has been set to self-destruct without the input of special codes. In certain cases, most particularly weaponry, it is necessary to re-enter these codes at specific intervals. Full-fledged VIPER agents have been conditioned both physically and mentally to make the unconscious passing of information a very unlikely event, while the rituals of the cartel have created such loyalty that threats of coercion are mainly useless.

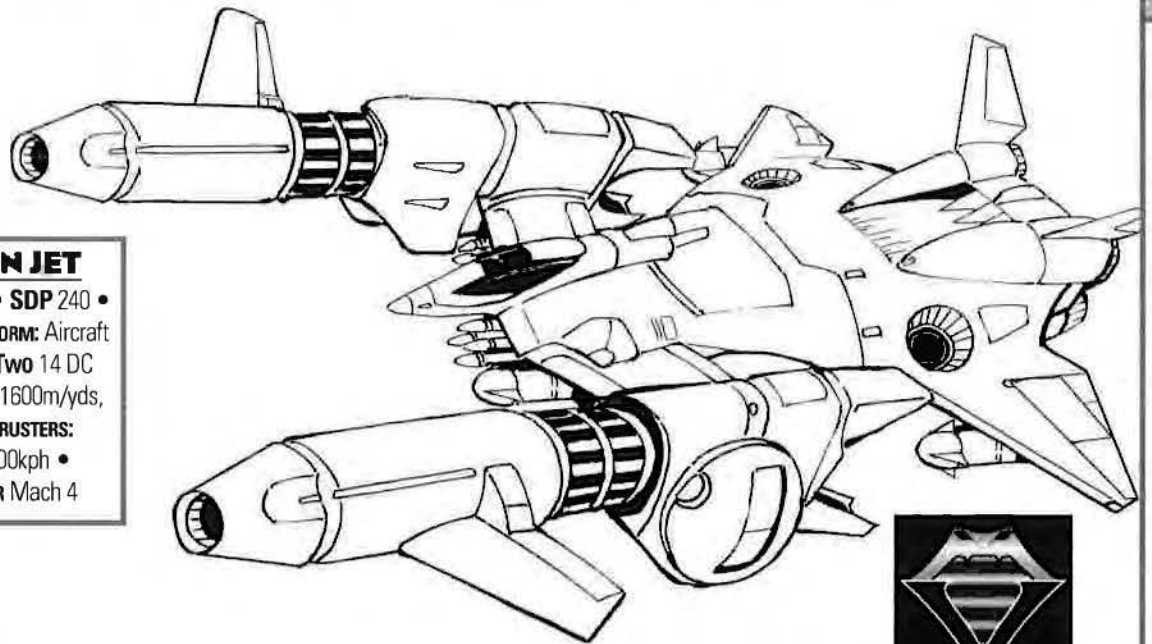
Each VIPER nest is likely to have men and women well skilled in the following activities: Electronic Systems, including Communication, Security, Surveillance, and Operating Systems. Transportation. Biological and Medical. Criminology and Street Operations. Weaponsmith and Gadgeteer. Politics and High Society. Business and Finance. Mechanics and Demolitions. Interrogation and Persuasion. Other experts, running the gamut of sciences, technologies, various fields of studies, arcane knowledges, and specialties, are available at a Nest-Leader's request. VIPER agents are no longer expected to be used as fodder and cast in jail without concern. Lesser agents and street operators with little to no true knowledge are spent in this manner, not expensively outfitted and trained Nest-Operatives.

Standard VIPER equipment for a full agent includes: VIPER armor and weaponry (blaster rifle), sensory helmet w/radio, computer array and encoded communications, special miniaturized weaponry and explosives for covert work and escapes, state-of-the-art equipment appropriate to particular specialties, and needed VIPER vehicles.



DRAGON JET

**HIGH SPEED JET • SDP 240 •
KD/EKD 30 • FORM: Aircraft**
• **WEAPONS: Two 14 DC**
blasters, range 1600m/yds,
WA=0 • **THRUSTERS:**
800mph/2400kph •
AFTERBURNER Mach 4



VIPER VEHICLES

Like the equipment carried by their agents, the vehicles and large scale devices of VIPER employ special, experimental technologies. All of these devices are incredibly expensive to produce which is why the cartel has not simply created an army equipped with such weaponry and conquered the world. However, a full nest of VIPER agents is no laughing matter to any team of heroes. Don't say we didn't warn you.

While larger vehicles of greater presence are available, a covert outlook is the name of the game! Operatives are likely to have automobiles which have been specially furnished for their dangerous work. Aside from their superior operating parameters and inobvious armored metal and windows, they possess mounted weaponry hidden behind sliding panels in the doors, front and/or rear. Communications equipment links them to their central nest and sensory equipment aids them in tracking certain paranormal energies. More expensive and exclusive cars possess options such as limited flight capability, full-submersible operation, and more advanced weaponry. There has been a tendency towards modifying luxury-minded, new, European autos, but some agents prefer the anonymity of a Dodge or Toyota.

Other equipment includes the **VIPER-Tank** which is heavily armored and mounts a rotatable and retractable laser-cannon, as well as smaller guns. The powerful laser is still experimental, and is not always dependable. A twelve second interval is necessary for the laser to achieve a full charge. The tank is amphibious and fully submersible. It requires a three-man crew but has room for

three more and is equipped with full computer and communication array. Equipment storage space is available for six agents, though the interior is not appropriate for long-term living quarters. The VIPER-Tank can maintain a speed of eighty miles per hour and can overrun or smash almost any obstacle. There are sixty-two of these available, though only twelve have the new laser. The rest fire routine but effective explosive shells.

The Dragon is VIPER's newest flight ship, granting them air-capability previously enjoyed only by super-hero and villain teams. Exceeding speeds of 1000 mph, the Dragon gives VIPER the ability to strike any target on the globe with deadly speed. It also possesses cloaking equipment which can deceive all forms of radar, sonar, and other common sensory array including good ol' sight! It is well armed with powerful missiles and bombs and two mounted laser batteries. It can carry twenty-five agents in comfort with equipment space and the standard, state-of-the-art sensors, computers and communications apparatus. Also present are living quarters appropriate for six agents. The Dragon demands at least three to fully man her, but seven is the standard crew. There are currently five of these babies in VIPER's arsenal.

Less fortunate agents rely on the dependable **Air-Cobra**, developed and named after the third VIPER-Leader during his command. This ship can cruise at 800 mph and is armed with missiles and two large pulse-blasters. It can carry twenty men with full equipment and has a command center with living quarters appropriate for two. The Air-Cobra, too, has the full sensory array and computer and communications outfit of the Dragon, though not all of the old ships have been upgraded to the newest specifications. There are fifty of these craft at VIPER's disposal.

VIPER VILLAINS

Too many villains incur power struggles, which is a truth Menton has learned through bitter experience. Often, VIPER prefers to tap the resources of solo and mercenary super-villains to supply that need paranormal punch. An agent will employ such services while exposing the least amount of true knowledge as possible. The exceptionally gifted VIPER operative (sure to be promoted to Nest-Leader) manages to gain paranormal assistance without the unwitting villain or villains having any understanding that they are serving VIPER's ends. Super-villains are not generally difficult to manipulate.

However there are situations and emergencies in which such a blind is not possible or desirable. VIPER currently enjoys the presence of nine paranormals of great power and experience in their assemblage. Many of them have duties, responsibilities, and personal drives which attract much of their attention. However, they are always reachable through the vast network of complex and encoded communications equipment and systems of the cartel.

In descending order (though we don't mean to offend anybody):

DIAMONDBACK:

"I don't need a bite to poison you!"

Quite strong and resistant to damage, and possessing a very distasteful poison spit attack which can produce unpleasant levels of pain. Diamondback enjoys fighting and is quite ruthless in his techniques. He does not like to take orders from inferiors, and agents usually don't like working with him.

BLACK MAMBA:

"Let's just get this over with. I have dinner reservations..."

Also strong and durable but possessing a touch which drains the vitality from his opponents. Black Mamba is the least loyal paranormal of VIPER, having been an agent for many years and receiving no enhancements to his power. He is deceptive though not clever, and longs for greater might.

BOA CONSTRICTOR:

"How about a hug, hero?"

The strongest of the all-slither squad, his feats of strength in VIPER were a somewhat distant second to Grond. He is not particularly bright but is loyal and tends to obey clear, precise, simple instructions.

RIPPER:

"Arrgh! I'll hurt you!"

Not as strong as Boa but incredibly resistant and durable. Once the Omicron Chemistry in his exo-skeleton starts flowing inside him, he becomes nearly impossible to stop and very difficult

to control. His hideous appearance and savagery make him a non-fave among agents.

SIDEWINDER:

"If you blink, you'll miss me. But I won't miss you!"

Possessed of tremendous speed which he can use in many shattering attacks. Like most of his serpentine brothers, Sidewinder has spent time in Stronghold and has no wish to return. He is quite cautious and will use his great power to escape if things turn sour.

OCULON:

"My eyebeams can stop Destroyer himself. You will be no problem..."

His power-beams once staggered Dr. Destroyer, an amazing fact that Oculon never tires of repeating. The source of the unearthly twin-beams of energy that he can emit from his eyes has ever remained a mystery, even to the mighty Oculon who still does not have full control of them. He is a clever tactician and a skilled scientist.

FREON:

"Just stay cool, hero. Chill out. Ha, ha."

With powers to simulate invisibility, durable armor, a vast array of frozen attacks, and tremendous mobility with his ice-slide, Freon is a chilling foe! He is an expert in medicine and biology and is the only mutant who did not desert VIPER for the Scions of Caine.

HALFIACK:

"My robotic parts make me perfect. Your flesh makes you weak."

Kind of a joke 'til recently. You know: tough on one side...wimpy on the other! Miraculous new modifications on his robot parts now allow for force field protection of his human half and a host of dangerous weapons. A very skilled combat leader and chemist.

ADDER:

"I'm here, there, everywhere!"

A nimble and dexterous fighter with savage strength and claws, Adder unexpectedly and undeservedly gained new abilities that allow her to create gateways that bridge great distances instantly, and strange pockets-to-nowhere from which she may draw fantastic weapons.



UNTIL HISTORY

UNTIL began as the dream of two men, two men with membership in a secret society that claimed its lore dated back to fabled Atlantis itself. These men were US Senator Daryl Campagne (D-NY) and Lord Terrence Pembley of Great Britain. And the Order that they had been sworn into by their fathers was called the Emerald Council. Trace Campagne's family tree back more than three hundred years and you will find a noble house in England who set out to shape the destiny of a new world at the direction of this great and secret following.

THE HISTORY OF THE COUNCIL

The history of the Council returns again to the ancient order of the Knights Templar but diverges from most members and fellows of that secret sect. Templars of note, and the splinter organizations that have survived to this day which have previously been discussed, have tended to gravitate towards the study and lore of Magic and arcane arts. The main body of this knowledge suggests a conflict between the diverging natures of the forces compelled by sorcery, hence the constant struggle between good and evil and the strife between certain factions.

The Emerald Council was not concerned with these things, but rather the nature of the physical world and the forces of science. These were scholarly men of great knowledge and learning who eschewed the mummery and witchcraft of wizardry (though did not doubt its existence), in favor of the understanding of cleaner, purer powers. There was still a sense of ritual and mysticism to the order in their attempt to pierce the mysteries of the Gate Keys, the power of the world which was hinted at in ancient writings. These were indeed followers of the ways of Atlan, stumbling along in their way with the pitifully small body of lore available to them. Much of it was supplied by the revelations of Joseph von Reental, the founder of the order, whose daily meditations were one day pierced by the presence of a brilliant green light. From this and other mysterious though lofty visions, he composed theories and precepts that were surprisingly true to the nature of the world's form and force but were insupportable to then-modern scientific techniques. Often followers of the order were labeled as heretics and, less capable of defending themselves than their magically oriented

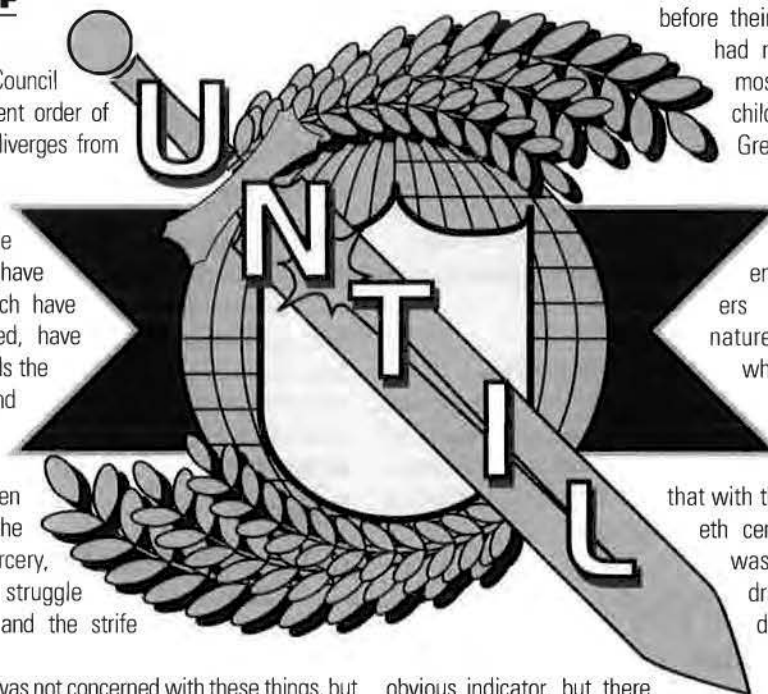
counterparts, suffered for their beliefs. But truth, no matter how radical seeming or threatening, is still truth and the order has survived to this day.

As adepts, reared to the Council's beliefs, Campagne and Pembley have always sought to advance the scope of knowledge and improve the general lot of mankind. Long

before their time the Green Light had revealed the nature of most paranormals to be the children of Atlan and the Great Adversary, inheritors of the powers of the Earth itself.

Disagreements have ensued as to these powers bearing a particular nature of themselves or whether they were merely corrupted by the immature vessels of men.

But all agreed that with the arrival of the twentieth century, the human race was entering a period of dramatic change in its development. The rise of paranormals was the



obvious indicator, but there were other signs which would lead to events that would finally bring mankind to the grace and glory of a new Golden Age.

THE COUNCIL'S GOALS

This was Campagne and Pembley's unstated goal for UNTIL. Officially, and in keeping with the desires and needs of others involved with UNTIL's creation, it was chartered by the United Nations to be an international organization studying activities involving paranormals and other events of an extraordinary nature. It was also given vague parameters in which it would be expected to act in cases of violent circumstances and bring such to a state of control. In all things, UNTIL was to respect the sovereignty of individual nations while also fulfilling its responsibilities and mandate to the world at large.

UNTIL therefore had remarkably broad parameters to deal with paranormal presences and dangers. Despite the slight nature of political cooperation during the period of UNTIL's formation, such a response was reasonable and logical. Many events in the second World War had been dramatically affected, and in some

cases exacerbated by the presence of paranormals. They have caused no less impact on society than the explosion of the first atomic bomb; and bombs, at least, are controlled by governments. Nations felt a desire to understand and hopefully control the powers of paranormals, and agreed that a central agency with duties to collect and distribute such information was to their general benefit. The important powers tended also to create less-open operations of their own.

UNTIL & THE PARANORMAL INVASION

Through Pembley and Campagne's direction, UNTIL was in position with the correct personnel and equipment to best deal with the sudden influx of paranormals that began in the early 1960s. Successes in crisis containment, fact-finding, and coordination with the so-called super-heroes and the member-states of the U.N., increased the scope of the organization's power and influence. This was the only thing that was working! Funding was increased, and police agencies across the world eased into a new stage of relaxed cooperation. The status of UNTIL was very high and indeed, despite a scandal or two, remains so to this very day.

UNTIL is the leading world agency in paranormal and phenomena research and containment. Its agents are well-trained in their various fields and the equipment is top-notch. UNTIL has contacts everywhere, including some of the mistier organizations and orders of the world. Most paranormals enjoy working with them because they are knowledgeable and achieve results. Governments of the world do not mind cooperating as UNTIL has had such a good record of cooperating with them. Also, their own agencies have generally proven less capable and often times riddled with corrupting forces. UNTIL Agents are generally honest and forthright, telling politicians, police, and military officers everything they want to hear. This is not to say...everything that there is to know, but considering the extraordinary circumstances, how is the laymen supposed to know the difference?

THE SECRETS OF UNTIL

The secret to this agency's success is due almost exclusively to the methods of its leaders. From the beginning, UNTIL started from a position of understanding paranormals. They believed in the powers of these beings, in mystical forces, and in unearthly presences! What's more they were excited by them and the portents they carried. This was a contrary position to most everyone else on the planet and kept them from wasting a lot of time. Also, they weren't fearful of forming friendships and cooperatives with certain groups such as parts of the mystic organization, The Lodge, and with existing paranormals and super-heroes. As well, UNTIL accepted the services of paranormals within their membership, though they did not do so openly until the mid-sixties.

The only serious scandal striking at UNTIL involved actions initiated and coordinated though Campagne, who was then the

acting director. He was not guilty of anything that UNTIL had not always done, and in fact had been expected to do; but the breadth of his contacts and the nature of the information which he had gathered was disturbing to many. With this data he held influence over many important paranormals of the world, and he alone for none of it had appeared in the various files and reports that were supposed to be administered to leaders and agencies of the member nations. As well, the nature of the data (involving secret identities, origins, basis of powers, etc.) was highly sensitive and to the public, beyond the scope of the agency's charter. Super-heroes were particularly incensed, and a very exclusive, very extraordinary special panel of paranormals, politicians, and agents was formed to defuse the situation. Much of the more delicate information was destroyed, and that to everyone's satisfaction.

Campagne, of course, resigned. And Pembley, while not at all implicated, offered his resignation as well for sake of appearance due to the long-standing relationship and friendship with his American counterpart. However, during a sabbatical he took while this matter was debated, it was decided that UNTIL still needed Pembley. This was as Pembley had hoped.

An interesting result of this scandal was the subsequent effort of the super-hero team, The Champions, to help the United States' Guard build up to a level in which dependence on UNTIL would not be so necessary. Their work and vigilance towards this end only allowed them to unearth the conspiracy between AXIS and Guard earlier than otherwise would have been likely. The Champions wound up entering into a period of strained cooperation with both agencies.

Stepping into the new millennium, the public opinion of UNTIL is at an unusual high, based largely on their own conduct during the Proprietor War. The armed forces of UNTIL fought alongside the collected super-heroes while coordinating the many diverse but connected elements and events of the struggle. Psychologically, they helped the main bulk of society feel an important part in the epic battles happening all around them. And while several of their own paranormals as well as agents died in the Great Dome, as well as in prior conflicts, by and large, the agency still emerged with much of their strength intact to be a force for security and a major player in the years to come.


UNTIL LEADERS


Julenne Killearn is the new Director of UNTIL, nominated to the post last year and holding it through an extremely difficult and trying time. Her rise through the ranks had been nothing short of meteoric, and there were some who doubted her experience and ability. Thanks to her extraordinary performance during the War, the nay-sayers have since been silenced.

Unlike all of the previous directors, Killearn has actually experienced full field training and had been an active agent for four years. She earned her chops in the Delta Cove Incident and the Conflict between Eurostar and the Scions of Caine in 1995-96. She works well with other agents and has earned their respect. Her wits are razor-sharp, and she moves from tactical thinking to political maneuvering in the blink of an eye.

Whether as Acting Director or in some other capacity, Terrence Pembley has been effectively running UNTIL for nearly fifty years. His age is finally taking its toll and he has retired from his duties, at least officially. That he is well pleased with Killearn is indicated by the fact that she is there at all. Despite disagreement from others of the order, he did not consider it desirable to bring her into the Emerald Council. His reasons were his own.

Killearn is aware of the dangers that stalk the world in the dawn of this new age. That VIPER is back and more powerful than ever is a surprise to no one. Rumors persist that the sovereign nations of Maraket and Berannya are becoming the focus of different super-villainous activities, but operations have thus far been able to prove nothing. More powerful versions of older villains are emerging, though mainly in the United States who usually prefer to handle its own problems. Just as well, the machinations of Eurostar and Dr. Destroyer are more than enough worry. As well, new paranormals seem to appear on a weekly basis as though the world were frantically trying to replenish and then exceed its previous supply of super-powered beings.

Thanks to recent events, UNTIL's power may well be at its prime, but will it be enough in the months and years to come?

DANAR WULFHHERE:

"Europe should be the leader to which the world looks."

His identity as the leader of Eurostar has never compromised Danar's position at UNTIL, though he has often been stymied by Pembley's influence. Wulfhere has a diplomatic post, coordinating operations with the nations of Europe. He is still left out of decisions of a more military matter and is mainly a go-between. He bristles under the restrictions but has found use for the information which has often come his way. He imagines greater power now that his enemy has finally retired.

Wulfhere has many friends at UNTIL who admire his great intelligence and willingness to learn. His seeming humility has endeared him to those as well who have watched him be passed over for promotion and more dignified posts over the years. There is resentment over charges of favoritism in the agency. Many feel that such as Wulfhere are long past getting their due recognition.


HENRI FAURE:

"Ah! These breakthroughs are like my children..."

The head of weapons development for UNTIL was born in France and considered by many of his countrymen to be a traitor to his nation for not keeping his brilliance within France's own borders. But he felt drawn to a higher cause and has not looked back in over ten years. UNTIL cannot depend on outside sources for the creation of its weaponry and equipment, as proven by a brief but hazardous incident involving VIPER sabotage in the early 1970s.

It is also Henri's duty to take charge of the occasional item brought back by field agents which is suggestive of scientific principles currently beyond man's normal development. From these, Henri's own genius, and an amazing find on a South Seas island in 1998, have come UNTIL's dazzling array of technological might.


VICTOR NOMURA:

"Military intervention should be our last recourse."

Of Japanese and American descent, Nomura has risen through the ranks to head all military operations of UNTIL. Covert activities are still coordinated through Killearn, as that was her previous post prior to being appointed Director, and she has yet to name a successor. Nomura is a very hands-on officer who was reported dead twice during the Proprietor War. It was mainly his efforts in that conflict that earned him his new rank.

Nomura is in charge of the more than four thousand agents that make up UNTIL's military might. He assigns their missions and coordinates the efforts with other branches of the agency. In certain situations he will even participate in the field himself.

UNTIL AGENTS

Special Agent (ret.) and Head of Training Nathan Hazzard's Address to the New Graduating Class

"All I ever hear anymore is how tough it is to be an UNTIL Agent and all the dangerous work that they do. Yeah, shovel it some more, ya lollipop-sucking whiner-boys! Back in my day we knew what tough meant! Playing hardball with the forces of VIPER and Mechanon and without them Buck Rogers Ray-Guns everybody's packin' nowadays!

"Ya had to be ready fer action every minute of every day 'less gettin' a knife in yer back is your idea of a good time. AXIS wasn't pulling any punches and neither were we! Those left-over sieg-heilers knew they were messing with the best and didn't kid around; and those kind'a things ain't changed one bit. Feel like messing around, ignoring security, and leaving a trail heading back to yer cozy little apartment-headquarters when you're on a field-mission? All the gizmos and built-in whatzits ain't gonna be worth a buffalo nickel if the bad guys come screaming in after ya an' you ain't ready! As an agent of UNTIL yer entitled to the best toys we can build for ya, but they ain't gonna keep you alive. That's up to you!

"But you ain't the bad guys, you got that going for ya; an' you can use the city against them. There's resources out there that wanna help. Police agencies, military, business, government; even the local joe down the street can come in handy sometime. And gettin' local authorities involved isn't just a good idea, it's the by-God, flag-waving policy of UNTIL to let 'em know an' work 'em in! Just don't go losing yer head flashin' yer badge to every Tom, Dick and Harry you come across.

"Now dealin' with those tight-wearin' fly-boys ain't no bed'a roses either, lemme tell ya. Bunch'a prima-donnas sometimes, they're gonna feel like they got a right to push you around! But lemme tell ya something, the fact is they can smash their head through a solid wall and come out singing. So unless you're secretly some strange visitor from another planet with powers and all that crud, yer gonna have to be just a bit smarter than that. Sometimes they push and you have'ta give and that's that! Others, you stand yer ground. It's gonna be yer call, all we can do is train ya and put ya out there. Lemme tell ya now, UNTIL equipment don't come cheap an' you better have a helluva good yarn if you're bringin' in a blaster with its barrel all tied in a knot.

"An' another thing, yer gonna wanna be able to call them heroes if you was to, all of a sudden, find yerself surrounded by a horde'a super-villains. All'a that's covered in Gettin'-In-Over-Yer-Head 101; hope you all pass.

"Now you've all been trained out an' yer the best in yer fields. Remember that about the guy sittin' next to you...he's been through everything you have which means he ain't no slouch! You can count on 'im or he wouldn't be here! You're all experts in all'a that espionage James Bond stuff ya been drooling over since you were in knee pants. So you know yer Security, Surveillance, Electronics, Communications, Operations, Transport, Street Skills,



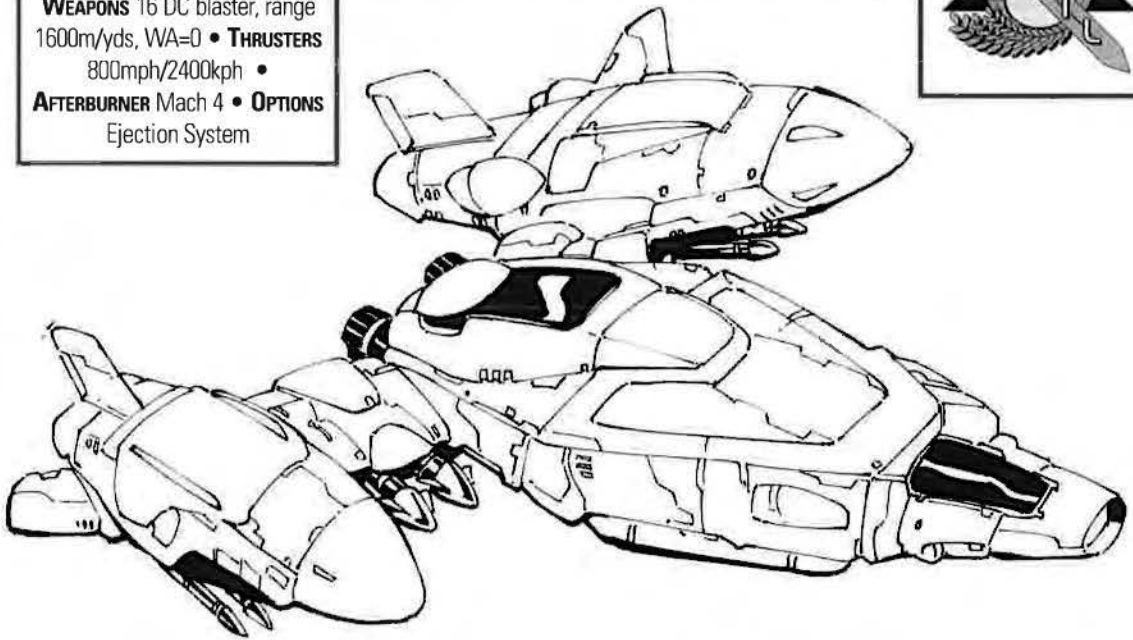
Weapons, and whippin' our expensive Gadgets together. An' I'm sure most a ya's got specialties in other fields an' can put me to sleep yakkin' about 'em.

"But if yer thinkin' you're invulnerable, take another look at the jokers you'll be going up against. Yeah, Doc Destroyer... Eurostar... Mechanon... Menton of VIPER... you gettin' the idea? These clowns have been around for over thirty years an' no one's closed 'em down yet! But that goes for us too, so stand tall! "

QUICKSILVER JET

HIGH SPEED JET • SDP 240 •

KD/EKD 30 • FORM: Aircraft •

WEAPONS 16 DC blaster, range
1600m/yds, WA=0 • THRUSTERS
800mph/2400kph •AFTERBURNER Mach 4 • OPTIONS
Ejection System

UNTIL VEHICLES & EQUIPMENT

Special Agent (ret.) and Head of Training Nathan Hazzard's Address to the New Graduating Class

“Once ya get past me you get yer toys. Special armor and the new particle-beam blasters, Dick Tracy wrist-watch radios, cars with more goof-ball accessories than the Mach 5, and the ComSire Deck for tallyin’ and coordinatin’ all yer activities. An’ there’s lots more that our cheerful staff is just dyin’ to sign out to ya if you need it. Just be prepared to bring it back or catch hell.

“Even I have’ta admit the ComSire Deck’s a real beaut! Would’a come in handy a few times. Looks like a standard laptop, but it’s a whole lot more. It’s got encryption in it that allows you to transmit and receive data without anybody catchin’ an earful. We got experts tryin’ to hack into it all the time and so far...no dice! So it ain’t nothin’ for you to worry about, your informational sources are secure, an’ yer lovin’ UNTIL family is just a little but-ton-push away.

“The first one’a you yahoos reports some kid took yer blaster away from ya is gonna have words in my office. This is a new technology and ain’t nobody else’s business but ours. That’s why our lab-boys have takin’ such special care to make it look like an ordinary slug-thrower, we wanna hold on to this junk for as long as we can. If you can, don’t even use the blasted thing; you’ve all got regular guns too an’ yer supposed to be real sharpshooters!

The norms are expecting explosive rounds and mini flame guns an’ crap like that. Don’t let ‘em down.

“If anyone’a you ain’t still been trained out on our special UNTIL vehicles then what in Sam Hill are you doing in here?! So you’ve all had yer hours in the Quicksilver Jet and know what it’s like to zip along at about a thousand miles per hour. Yeah, an’ we got bigger transports too, all equipped with the latest in UNTIL weapon’s technology. I hear those new lasers of VIPER’s are the cat’s pajamas but we’re expectin’ a breakthrough on that any day now. Always remember you got Big Daddy pluggin’ away for you down in the lab.

“The new energy-field generators have been installed in most of our tanks and battle wagons. Long as ya ain’t haulin’ at top speeds you’ll have full-surrounding protection over the armor already on those monsters. Otherwise it’s directional, but you know all that. Once we get the bugs worked out and figure out the stability problems, that should even out the laser problems for our flyboys. An’ the GR22 Plasma Cannon’s gonna be a reality any day now.

“But I don’t wanna get all technical with you guys. Fact is, you only gotta know how this stuff works enough to point and shoot it. And that includes the big guns too. If you were sleepin’ during the Proprietor War and missed all’a them film clips of some’a our finest hours, than maybe you don’t know what might be expected’a you, soldier. Lemme just say that War is Hell and leave it at that. You’ll get the idea.

“Before I dismiss ya I wanna say how proud I am of this class. With all that’s happened in the last year, you gotta know the mess you’re getting into in the world. But you’ve all got that quality that UNTIL needs...a belief in the future that’s so strong it may make you sacrifice all of your tomorrows to make it happen. God protect against that happening and watch over you all.”

UNTIL HEROES

UNTIL has always had paranormal operatives, though not always openly. Some of them are, like Pembley, followers of the Emerald Council, while the majority are heroes who felt they could best contribute to society through the efforts of this organization. This list is not intended to be complete.

Top Ten Heroes of UNTIL in No Particular Order:

STARBURST:

"Watch my light blast take down Grond!"

If not the finest flying energy projector with a force field, certainly one of the first. His craving for media attention has not lessened over the years and he often functions as an UNTIL spokesman. Dependable, reasonably powerful, and mutated in the USA.

LIGHTSWORD:

"What does it matter? Nothing I do works, anyway."

Quite strong with glowing armor, the power to fly at incredible speeds and a sword that can slice through metal as though it were soft, flavorful butter. And for two years running he's still the world's most depressed hero due to a series of dramatic failures.

NEUTRON:

"Enough talk. Let's fight!"

Very strong with the ability to alter his mass in two dramatic ways. The first is to do away with his mass altogether by desolidification. The second is to shrink to very tiny size while retaining all of his impressive strength and toughness, take note! Neutron comes from Austria and has a penchant for practical jokes

SHATTER:

"Stand back! It's time to shake, rattle, and roll."

Heroism with an attitude. His seismic powers can cause extensive property damage which has kept him out of every superhero team from his home in Liverpool to the rest of the world. His grating punk-like personality didn't help things either.

THE CLOAK:

"Infiltration and information. That's how you win battles."

Highly skilled martial artist with the ability to look like anybody else. Pretty much the ultimate in infiltration specialists...he could be you, he could be me! Ok, he's not me.

HYPERION:

"Nothing in my hands, and presto! You're busted."

This guy calls 'em in from who-knows-where and sends 'em back before the techno-gadgeteers even have a chance to say, "uhmm...can I look at that for a minute?" A vast array of super-science equipment is at his cheerful whim, all from a 25th century space/time warp if you believe that sort of thing. Known for his wacky, Australian sense of humor.

AJAX THE PROTECTOR:

"Watch your mouth, villain. There is no place for foul language on the battlefield."

Extremely strong and resistant to damage. A very noble Greek hero with an impeccable and well-earned reputation, who doesn't go in for all that kidding around stuff. Loves the kids and strives to be a perfect role-model. In other words, a pretty dull guy but still a barrel of laughs compared to...

THE AVENGING ANGEL:

"Good shall triumph and Evil shall fail."

Talk about your holier-than-thou attitudes, this guy won't be satisfied 'til the bad guys give up and repent from their villainous ways! Big wings, flaming sword, tough and strong...pretty much the whole nine yards. You don't wanna know where he says he's from.

HYPERNAUT:

"My armor has a solution for any problem villain."

In the two years since he first appeared, he's earned a rep as one of the top three powered armor guys on the planet. The suit seems fully self-contained and supporting and has a menu of combat options that would give some of the more powerful villains pause. Actually maintains a Secret ID, even to the highest members of UNTIL.

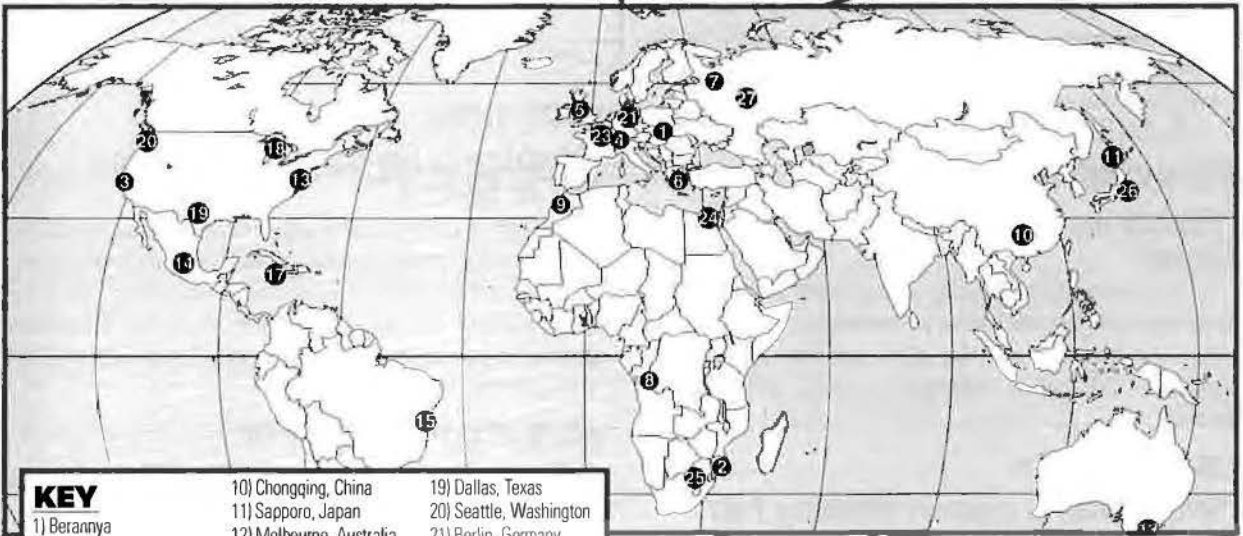
DESTINY:

"Perhaps a bit of wine before we... No? Sigh. Very well..."

UNTIL's resident British sorcerer, and a bit of a drinker. When sober, he's one of the most powerful magicians on Earth. Usually on very detached status, definitely the first clue that there's Really Big Trouble if you see him around.



UNTIL WORLD SITUATION



KEY

- 1) Beranya
- 2) Maraket
- 3) Bay City
- 4) UNTIL Headquarters (Geneva, Switzerland)
- UNTIL Bases:**
- 5) Manchester, England
- 6) Athens, Greece
- 7) Moscow, Russia
- 8) Kinshasa, Zaire
- 9) Casablanca, Morocco

- 10) Chongqing, China
- 11) Sapporo, Japan
- 12) Melbourne, Australia
- 13) New York City, USA
- 14) Mexico City, Mexico
- 15) Rio De Janeiro, Brazil
- 16) Antarctica
- 17) Kingston, Jamaica
- Suspected VIPER**
- Nests:**
- 18) Chicago, Illinois
- 19) Dallas, Texas
- 20) Seattle, Washington
- 21) Berlin, Germany
- 22) Buenos Aires, Argentina
- 23) Paris, France
- 24) Cairo, Egypt
- 25) Johannesburg, South Africa
- 26) Tokyo, Japan
- 27) Moscow, Russia

UNTIL has tried to maintain good relations with paranormals and paranormal agencies since its inception. They have not always succeeded but they have always tried.

GUARD

Currently UNTIL gets along quite well with the forces of Guard and have an information exchange program. Dorothy Kittredge is the contact point on UNTIL's end while her counterpart at Guard is Simon Baring. The Guard is, of course, jealous of the international agency's super-science weapons and equipment capability and would like to uncover its secrets.

THE ARCADIAN ACADEMY

Agent Steven Meyers has been trying to establish formal ties with the heroes and agency of the Arcadian Academy for over a year now but has been consistently rebuffed. The official word being that the Academy is more interested in the training and development of their young charges and not interested in political entanglements at this time.

NATIONAL GOVERNMENTS

An entire division at UNTIL is responsible for contact with political agencies all over the world. This is the bureaucratic staff that

establishes protocols and coordinates activities with the leaders of the various nations' legal and law-enforcement agencies.

THE LODGE

The Lodge maintains communication with the international agency on its own terms. Few in UNTIL even knows of their existence. Usually a member of the order will come forward anonymously to present information and try to guide the situation in a delicate manner. In emergencies, there will be contact with those UNTIL agents who have prior knowledge of the Lodge, or vice versa.

THE EMERALD COUNCIL

The Emerald Council has no reason for any unusual methods of keeping abreast of UNTIL activity.

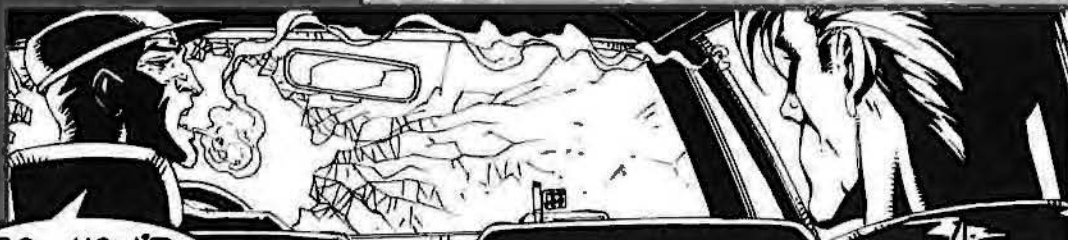
THE CORSAIRS

UNTIL would like to ignore the activities of the undisciplined team of heroes known as the Corsairs, they really would! A trio of agents tracks their adventures and tries to maintain communications with them as well as the other organizations and solo heroes of the world. There is still a lack of formal teams to replace some of the lost ones such as Vanguard and the Promethians. Like everyone, UNTIL sent a team to try and penetrate the forces protecting the Promethians' headquarters from entry, and like everyone, that team failed.

THE CHAMPIONS

Relations with the Champions hero-team have recently been restored and they are quite pleased at that. They have named Robert Garvey, a fully-trained agent, as their official liaison with them to show their enthusiasm. Garvey comes from Jamaica and appears easy-going and laid back, useful attributes when dealing with paranormals. His assignment is considered top priority and he has the latest communications and sensory equipment at his disposal. That's why he's already aware of the emergency they're just hearing about in Champions Headquarters.

CHAPTER FIVE NEW BAY CITY



SO... HOW'D IT GO?

WELCOME TO BAY

OKAY, I GUESS..

IT WASN'T LIKE I EXPECTED..

THOUGHT YOU'D HAVE TO FIGHT ONE OF EM TO GET IN? IT DOESN'T WORK THAT WAY ANYMORE...

NAW... STICK WITH ME, KID... I'LL SHOW YA THE ROPES.





BAY CITY OVERVIEW



“Yeah, you should'a been here when things was new, kid. Our first super-hero was the Sorceress back in '37, which was a little before even my time. We went from being the only major city without one'a them mystery-men, to becoming the third with our very own super-heroine. Now that's what I call service.”

“Now I understand things went along pretty much the way they should'a. She wasn't one to make too many waves or throw everything into turmoil, just settled into her nice place in the Haight. Other than an increase in occult book stores and dime-store psychics, you wouldn'ta even knowed she was around. Other than when she went flyin' about or did her normal super-hero thing, but that's not what I'm talking about here, you know?”

Now in the sixties, things changed. I mean a lot, ok; the whole super-hero thing got a lot louder. Started out on the East Coast in New York with the Promethians, but in just three years we were Number Two this time, with The Champions. And it didn't take too long for our gang to become the top-banana hero-outfit in the country.

Ah heck, let's call a spade a spade, huh fella? We had the head team of the world!

Now you got yourself a status symbol like that, you're gonna have'ta expect a lotta stuff to go along with it. An' I'm not talking about the running fire-fights an' the occasional holes in the street. I mean, you can drive around that stuff, am I right? I'm talking about all the things what spring up around a super-hero team.

Big technological-based businesses like Henderson International, PanStar, Sobol Ltd., PsiNet, Cal-Web, Comp-Tronics, Harmony-Dawn.... there are more but I can't remember. Those are guys that are here now, some of 'em got big installations while others are like, whadaycallem, satellites from their real parent bases. You know, they ain't gonna leave this place untouched, gotta at least keep an eye on the other guys.

Can you guess what's the biggest race when a Cape-Fight breaks out? It's which of the techno-outfits is gonna show up with one or more'a their guys! They're all hopin' to be able to pick up something that maybe one'a the guys drops during the fight. good guy, bad guy, they don't care as long as they can scoop it up and get outta there. Lotta the time, those jokers are there before Guard! Even the ones with the shaky background like, you know,

PanStar...they all love to work with the Capes if there's some problem they need help with or whatever. Sure, it's great press...photo-op an' all, but they're also hoping to scope some kind'a information from 'em that'll give them the edge.

You gotta watch all'a those guys, Fist. There's always a price to pay.

That's why it took someone like Henderson to launch that Academy thing. You think anybody'd let PanStar get away with that? You think anybody'd send their kid to some paranormal high school run by those clowns?! It'd be like, “Hey class, welcome to Dissection 1-A!” Yeah, that'd fly. Not that the government would ever let it happen. God only knows what kind'a strings Henderson hadda pull to make it work, even for him! That guy must really know where the bodies are buried, huh? Anyway, you don't see the new kids zippin' around as much as the first team...kind'a easy to understand why. But every now and then, you know, they're out there.

The other thing that draws the Capes to a city are the bad-guys; the super villains. And we got more than our fair share of these creeps stomping around this place.

We got major players; we've played host to the likes of Mechanon, Doctor Destroyer, Eurostar, and the rest of the big boys when they decided they wanted to visit America's number one tourist spot. Of course, the Champions didn't take visits like those lying down. You shoulda seen the fights, kid. You shoulda seen this city afterwards, too. It's not enough we have to put up with earthquakes, like the big one in '95; we gotta put up with those freaking super-freaks trashing this place.

It's enough to make a lesser man want to move. But not me, kid. I thrive on that kind of stuff.

And if it isn't some megalomaniacal villain striding around, announcing that he's king of the world, or about to destroy the world, or that kind of freaking stuff, it's the little guys. The bank robbers, the tech-thieves, the Capes-for-hire. You know, the small timers. But just because they don't have big plans don't make them any left dangerous.

Think Grond's a push-over? Try telling that to the poor Guard agents who have to try to stop him from trashin' the place when all of the Capes are busy with something else.

Yeah, small time don't mean wimpy. You gotta remember that, kid, if you're going to make it.

And when you get tired of fighting the bad Capes, there's always the freakin' power groups, like VIPER, that have plans. Yeah, I know the old Champions bounced VIPER hard back in '87; don't get me wrong. They did a great job.

But you don't get rid of these kinds of groups that easily. VIPER's back in Bay City; you can bet your tights on it. Yeah, I know you kids don't wear tights anymore. It's just a figure of speech. You gotta develop a thick skin about that kind of thing, or the media will eat you alive.

Do I have'ta mention that the city must be honeycombed with secret bases and installations from the various villains that hang around out here? Didn't think so.

Sometimes I wonder why the entire city just doesn't collapse under its own weight, with the number of underground installations that've been dug around here. First thing a freakin' organization does when it comes to Bay City is to dig itself a home, it seems. We got a lot of perfectly good skyscrapers and buildings that they could use. You'd think they'd be good enough, but no, they all wanna be underground. Go figure.

You ever been to the Odyssey Research Museum? Nah, I guess not, right, you just got here. Lemme tellya, it's something you gotta see. Those guys have been all over the world, diggin' up stuff an' really findin' the world's culture. It's all kind'a like Indiana Jones, an' that's to say they get kicked outta lotta places. Sometimes it's hard to tell what they're all really into. I mean, the boss-guy, Dr. Wilde, is this brilliant research scientist so why' is he all hooked up to all this historical-archaeological stuff? 'Course I guess it's not all like that. They've got a whole Exploratorium Wing of their own on the building, showing off their more scientific end. Experts on darned near everything are running around in that place. If you've got an idea that no one's already looking into, chances are you can get a grant at Odyssey Research. That's what it's all about, am I right?

There's a lotta stuff you can research right around here, you know, Bay City Area in general. Over across the Bay, we even got us a museum devoted to the whole Proprietor War. Check it out, kid; see what kind of shoes you're trying to fill. I ain't trying to put you down or anything. You just need to be aware of what happened. We were pretty hard hit when the Great Dome blew up at the beginning of the year.

Yeah, I know that the whole world was feeling some pretty weird effects when that happened but we got a whole bunch of 'em out here. Guess it somehow knew that a lot'a them heroes was from our neck'a the woods, huh? Well, first it was like we was having another Big One, ya know? And the first thought went runnin' through my head was, "Ah hell! We still ain't got the free-ways rebuilt from the last one!!" But it was a lot more'n that. Yeah, a couple'a buildings fell over an' we got our cracks in the street...but what was unnervin' was the lights that we're coming outta them cracks in the street! There were strange vapors and stuff like that and since we were all sort'a already primed for the end of the world, we we're figuring, well, this must be it. Yeah, that was the Wildstrike.

But once again we pulled through it. Communications went down everywhere for about six or seven hours and there was the



“Guys taking over the world every week. Deathrays and flyin' saucers. It's enough to make a lesser man want to move. But not me, kid. I Thrive on that kind of stuff.”

usual looting an' such that goes on in those sort'a times. Things were mainly calm out here though...thirty years'a this stuff gets folks used to takin' it a little easier. I understand New York and Crescent didn't rip themselves apart either. Yeah, you can get a little to where it's easier to maintain a bit'a order in the midst of a lotta chaos.

'Course our real estate had been kicked around a bit. We got a big new hole in McLaren Park, an' somebody's gonna have to make up their mind about Candlestick Park 'cuz ain't nobody able to play there now. You seen the video on that, Fist? Man, a wind from outta hell just blew up and scooped that whole hilltop and blew it out to the sea! Gotta say it was about time!

But I hear that it left this really big pit there. They claim they haven't been able to find the bottom. I don't know if I believe them or what, but it ain't been explored yet. I hear tell that three people when down to check it out. No one's seen them since. Captain Flash, this new Cape, went with them. He's still missing. Kinda makes you wonder, kid, don't it? I mean, Cappy Flash was pretty good from all I heard. And I keep up on that stuff. Fast, pretty tough; I wouldn't have wanted to mess with him. Then he goes down into a big hole, and boom! Never comes out. Who would have thought a freakin' hole in the ground could be so dangerous? It's true what they say. Never assume, kid. It can get you killed.

Then there was the big cave-in down around Westbrook, dropped about a half mile area's worth'a land and churned it all up. Baytrans started tryin' to dig it up and found some kind'a natural caverns system. I ain't been there myself, hear it's pretty spectacular...you could lose a whole army in there real easy! An' everybody knows it but nobody's admittin' that that's where the Wildstrike bouts are held.

You haven't even heard about those? Kid, you must be from real outta town! There's even video'a this stuff...might even make a TV show outta it if they can clear up the little legal or morality problems. Hey, only in Bay City, huh? Nah, c'mon, the Wildstrike fights! Geez...ok, there's been a whole mess'a new paranormals poppin' up lately. But something just didn't click all that well when they got their juice, you know, it's like...super-strength ain't so hot if you don't get the toughness to go along with it. We're talkin' the Island'a Misfit Toys, if you know what I mean. They all got defective powers, an' I also hear that some of them ain't exactly pretty to look at but I ain't ever seen one. Anyway, they say it makes a pretty spectacular show to watch some of 'em get in the ring and try to beat each other's brains out. All them special effects flyin' around an' the crowds cheerin' an' the blood-lettin' an' all...it kind'a makes me a little sick. But for some reason, hizzoner, da Mayor is lettin' it go. An' who's gonna nay-say him, you know...an' hang on to his job, anyway.”



BAY CITY GOVERNMENT

The Mayor: Now in some towns, the main power of your local government is tied up in a council or board or some such democratic entity. Even in Bay City if you go back about eight years, you'd find that to be true. But things change and in this case, Bobby Greene came to win the office of Mayor.



THE MAYOR

"Don't worry about the strike. I've already got things sorted out."

Don't concern yourself with formality; whether people love him or hate him, everybody calls him Bobby.

Re-election is not something he concerns himself about too much, he's that kind of politician. When he decides to step down from the office, then somebody else can win it. Until then, it's just chump after chump as far as thinking they can unseat Bobby. That's a pretty secure position for an elected official to have.

Seems like Bobby's always been local, and he's got a sob story about his poor roots that'll tear at your heart strings. He's been all over the state and used to run things in the State Assembly. Then they managed to rewrite the rules so they could kick him out and run things themselves. Everyone knows what happened then, Bobby became Mayor of Bay City and things started happening here like they didn't happen before, and nothing wound up happening in the state. There were some people that had the nerve to be surprised.

This is Bobby's town now, everybody's learned to understand that. We still have a Board of Supervisors, and departments of this and that all up and down City Hall. But if you want to get something done, you go to the office of the Mayor, and that's that. I'm not saying he's corrupt, I'm not saying you need to grease the wheels, I'm just saying you need to talk to Bobby and get him on your side, that's all. You better believe The Champions do. Even Seeker's had to do the breakfast with the Mayor bit...said His Honor makes a mean omelet. Yes he does.

Mayor Bobby, he's got style.

DEPUTY MAYOR

"I'm afraid I'll have to check with the Mayor on that..."

Not even Bobby can stay on top of everything. That's where his deputy mayor, Luthor Androtti, comes in. Bobby appointed Luthor about five years ago, and hasn't regretted it since. Some people would call Luthor colorless and dull. But that's exactly what

His Honor wants. How many flamboyant characters can this city handle, after all. Word is that Luthor won't breathe unless Bobby gives him the go-ahead. And with that attitude, Luthor's going to last as long as Bobby does. Or until Bobby really needs a sacrificial lamb.

CHIEF OF POLICE:

"You don't like the busts my cops are making? Take it up with the DA!"

Bay City's a tough town for police chiefs. With all the politics and different social needs and demands, the job needs the wisdom of Solomon and the patience of Job. Too bad no dudes by those names have applied for the spot. Chief Billy Huxley is currently in the hot seat, been there since last year. Came up from Los Angeles seven years ago and has been fighting the good fight for the Bay ever since. He's half bull-dog crime-fighter, half politician, half sociologist, and half stage-magician. What that adds up to is somebody who just might hang onto the job for a while. The Mayor is happy and the people are happy and the police force is happy. The DA isn't happy but when is he ever? That's not Huxley's problem, the new rash of juvenile crime is. But he's got this crazy idea that just might work.

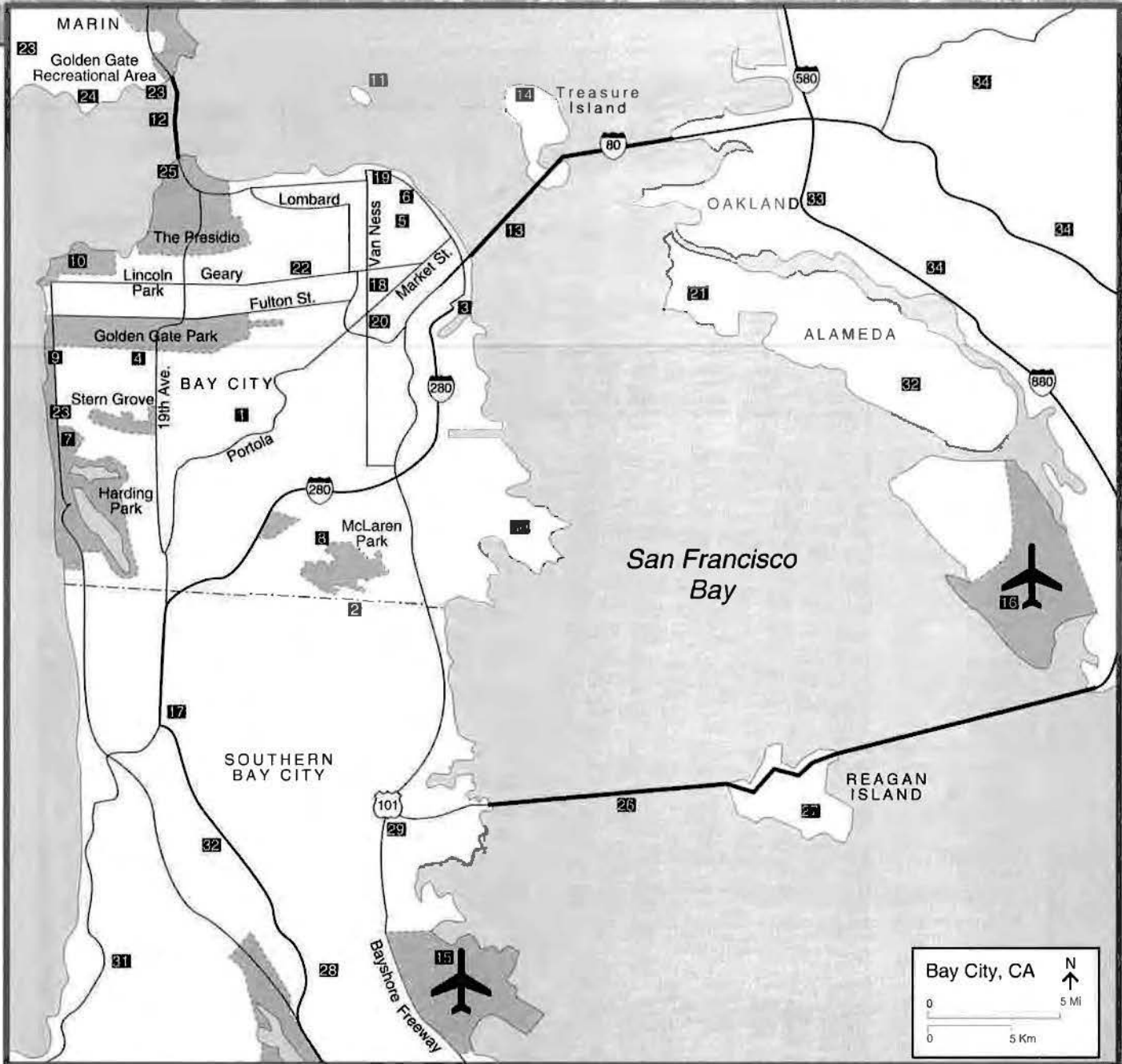
DISTRICT ATTORNEY:

"Ooh! Where's my Maalox?"

Long considered a launching pad for further political careers, the locals are starting to wonder when Lawrence O'Toole will finally trigger ignition and blast on out of town. Some people, like the Mayor, seem born under a lucky star and win all the breaks. Others wake up in the morning and read about the latest scandal of their office in the morning paper. Nothing serious, nothing to blow the town wide open; but enough to aggravate the last stupid move and make everyone wonder why the last election went the way it did. It's not an easy city where getting tough on crime can amount to racism in some quarters. O'Toole's run pretty ragged but his office is learning to manage things without him.

BOARD OF SUPERVISORS

Sometimes it's the antics of this group that keep people outside the area reading the Bay City Chronicle. BB (Before Bobby), they used to have a say in how things went in this town. There was a lot of smoke and mirrors and flash powder and thunder, but not much happened in this town BB. The Board represents a pretty fair cross-section of the Bay City population; if that doesn't explain a lot to you, then you must not live here. There's some new Supes come on board that want to get things done whether the Mayor likes it or not. You think there's fireworks in a Cape-Fight? Stick around.



BAY CITY AREA MAP KEY

Since the Great Quake of 1995, the cities of San Francisco, Oakland and the Peninsula have been incorporated as Bay City.

- 1 = Twin Peaks
- 2 = Cow Palace
- 3 = China Basin Stadium
- 4 = Bay City University
- 5 = Chinatown
- 6 = Telegraph Hill & Coit Tower
- 7 = Bay City Zoo
- 8 = The Pit: Seemingly bottomless pit at the north-edge of McLaren Park. Three people have attempted to investigate it, including a new paranormal by the name of Capt. Flash. None of them has returned
- 9 = The Caverns: A large area in Westbrook unearthed by the Earthquake of '00, honeycombed with a system of caves and large caverns. Rumored to be the location of the Wildstrike matches.

- 10 = Odyssey Research Museum and Institute: Built within Lincoln Park and overlooking the sea, the building has been tastefully constructed to blend well with the natural surroundings. Many tourists pass right on by their first time through.
- 11 = Alcatraz Island
- 12 = Golden Gate Bridge
- 13 = Bay Bridge
- 14 = Champions Headquarters: Bay City's superhero team, located on historic Treasure Island
- 15 = Bay City Int'l Airport
- 16 = Oakland Int'l Airport
- 17 = The PanStar Facility: A large industrial complex for research and development located in South Bay City, a short distance from the S. Bay City train station.
- 18 = Arcadian Academy Facility: The official front-building for Henderson International's outreach program to overly-advantaged youngsters, located downtown near Civic Center. Don't expect to find any of the kids there.
- 19 = Guard Headquarters: The federal paranormal agency, located on Pier 44.

- 20 = VIPER Nest: Nerve Center of VIPER in Bay City, located underground alongside a BART tunnel.
- 21 = Squatter Community (a huge shantytown of homeless and other disenfranchised by the quake, located at the abandoned Alameda Naval Air Station)
- 22 = Japan Town
- 23 = WWII Coastal Defense Batteries, reactivated after the Proprietor War
- 24 = Nike-Zeus SAM base, reactivated after the Proprietor War
- 25 = Fort Point
- 26 = Emperor Norton Bridge (built with super-assistance)
- 27 = Ronald Reagan Naval Air Station
- 28 = Comp-Tronics Manufacturing Plant
- 29 = Cal-Web Corporate Campus
- 30 = Comp-Tronics Manufacturing Plant
- 31 = Secret Axis Staging Area
- 32 = VIPER Safehouse
- 33 = Oakland Proprietor War Memorial Museum
- 34 = Industrial Refinery Site

**DOWNTOWN
BAY CITY**

1. Panstar Office Building
2. Guard Office on Pier 44.
3. Henderson Building
4. Sobol Ltd. Offices
5. PsiNet Facility
6. Cal-Web Offices
7. Comp-Tronics Offices
8. Harmony-Dawn Offices
9. Champions Offices in the Golden Gate Transit Ferry Building
10. Lodge House for the Golden Path
11. Lodge House for the Emerald Council
12. UNTIL Offices
13. Scions of Caine Facility
14. Old Dr. Destroyer Base (Underground)
15. Lionel Haggard's Law Offices
16. Hotel Baltimore (Owned and Operated by the Brotherhood Arcane)
17. Arcadian Academy Facility (with 3 secret entrances across McAllister, Larkin, & Grove streets)
18. City Hall
19. Civic Center Complex and War Memorial Opera House
20. AXIS Safehouse
21. Mechanon Underground Installation
22. VIPER Nest (the nerve center of VIPER in Bay City, located underground alongside the BART tunnel)
23. Penthouse of Jason Barrett (Black Paladin)
24. Telegraph Hill & Coit Tower
25. Fisherman's Wharf
26. Lady Blue's Apartment
27. Superhype Office Building
28. Bay City Chronicle Offices
29. KTBC Television Building
30. Guard Downtown Offices
31. Maraket Consulate
32. Berannya Consulate
33. Bay City Apartment-Suite of Lord Jonathon Dunwich (White Flame)
34. Embarcadero Center
35. Maritime Plaza
36. Earthquake-shattered ruins of Golden Gateway Center
37. China Basin Stadium
38. Union Square Park



39. Chinatown Area
40. Moscone Convention Center
41. Transbay Bus Terminal
42. Abandoned Railroad Depot
43. Washington Square Park
44. North Beach Park
45. Bay City Hall of Justice
46. Stock Exchange
47. Transbay Bridge
48. Yerba Buena Center & Museum of Modern Art
49. Bay City Downtown Rail Depot
50. BART Transbay Tube



ODYSSEY RESEARCH



Dr. Jason Wilder III began his unusual career traveling with his father in the early 1960s. His father's scientific studies and mysterious government contracts took him all over the world, and often involved him in unusual adventures. It's not surprising that with such an unusual upbringing Dr. Wilder was an unusual man. He was a brilliant man of many different fields of knowledge

and science who traveled the world many times over. His family was wealthy and known to certain eccentricities of their own. Wilder's genius was only surpassed by his astonishing luck, and he uncovered many unusual things in his journeys. He had a close relationship with the Champions in the 1970s and early 1980s.

Wilder's desire to push the bounds of human knowledge was often at odds with his taste for travel and adventure. His partial solution to this puzzle was the founding of Odyssey Research in 1978, and the related Wilder Institute in 1985. This multi-disciplinary institute has grown to be very successful, with several major facilities in the Bay City area as well as locations in other cities. Research and development is carried on in a number of fields, including electronics, high energy physics, biology, genetics, and nuclear physics. Odyssey Research has many contracts with the government and private industry, and owns a portfolio of patents developed by OR; these patents generate a healthy annual revenue.

The Odyssey complex in Bay City houses a large Museum and Exploratorium for citizens and tourists. These are not cluttered up with any of the technological marvels that Wilder's genius has produced for actual manufacture, but rather focuses on the unusual and arcane. Mysterious artifacts and exciting dioramas give evidence supporting some of the greatest legends of mankind's past as well as occurrences that most people had never heard before. None of it draws to any specific conclusions, and neither does the science wing attempt to define what will exist in the future, choosing instead to focus on what might with some astonishing displays.

"Truth," Dr. Wilder has always said, "is best left up to the individual." His staff doesn't always understand him either. The Wilder Institute backs expeditions and studies all over the globe and many of the world's strangest treasures are probed and explored in the Odyssey Research labs. These are the facilities not open to the public and contain more than their fair share of dangers. Personnel are quite used to dealing with paranormals and are generally rather cooperative. Full fellowship in the Wilder Institute is a door-opening perk. Currently there are only fifty-seven people in the world who enjoy that privilege.



PANSTAR

PanStar Industries first opened its doors in 1938, an early manufacturer of computer technologies, though still more of a follower in the field than a ground-breaker. They entered the paranormal stage when founder, Jacob Dawson, chose to align PanStar's future with the international cartel known as VIPER in 1957. Dawson was already an unscrupulous businessman and a close friend of Willem DeVrie, the first Supreme Leader of VIPER. He was one of the few people who knew that DeVrie's death in 1960 was a sham.

The alliance with VIPER allowed PanStar to grow and acquire other companies and holdings. Their general business practices were simple: find a smaller company that was on the verge of a tremendously vital and lucrative innovation, and acquire it by any means necessary. The only thing that PanStar was an expert at was corporate intrigue and espionage, and in that they were the world's leader. PanStar's operations were mainly autonomous from VIPER and they severed ties completely with the villainous organization during King Cobra's careless reign.



PanStar has become a power unto itself, with ties in every important field of scientific endeavor. There are very few interests in the world that can exist without some dealings with PanStar. They have created their own branch of agents and enforcers, as much to do their dirty work as to defend against VIPER and other agencies. They have villains on their payroll and can make life difficult for any enemy who chooses to interfere with them.

The reins of control are in the hands of Jacob Dawson's grandson, Jeremiah, who is upholding the family honor well. PanStar's fortunes are high and their dirty dealings are even higher. Despite a series of scandals and incidents, mainly brought on by the scheming and devices of ex-VIPER genius, Dr. Francis Camille who took over PanStar's R&D dept. in 1985, most of the world thinks of PanStar as a benevolent, caring company. Their PR and damage control are some of the best in the world. Heroes who try to bring them down without a real big, smoking gun had better prepare to get stung.

Learn more about ORI and PanStar in
CHAMPIONS NEW MILLENNIUM: ALLIANCES,
available now from Hero Games Inc.

THE ARCADIAN ACADEMY

It's pretty unusual for a paranormal's powers to manifest during the teen years. In most every case, super-powers do not become evident until a person's twenties. While there may be indications of unusual development during earlier, growth periods, this does not allow for the sort of power range or level necessary to encourage a sane person to put on a costume and fight for or against the law. Generally speaking, society catches a paranormal break that things work out that way.

But there are exceptions, that's pretty much what super-powers are all about. Children and teenagers with super-abilities have been around, and they're almost never into hiding their abilities and leading normal lives. Mostly they go whole hog with the tights and capes and revel in what they can do. Often they fall under the sway of an older hero or team, such as Flag with Major Victory, Night Rider with the Promethians, and Electron with Vanguard. However, it should be remembered that the famed solo-hero, Speedster, could not have been much more than fifteen when his career began.

The whole situation has become more of a problem in the last ten years in which paranormals have become more common. With that increase the number representing the percentage of power-active youths increases as well. Danger lurked just around the corner.

Donald Henderson, the head of Henderson International and secret identity of the Marksman of, foresaw the calamities that could befall these young paranormals. Exploitation by some of the more unscrupulous entities of the world was one. The dangers inherent in super-heroing, as well as villainy, to the inexperienced and careless, as kids are prone to be, was another. He felt it was necessary to create a foundation that would allow such specially endowed children to receive the training that they needed as well as a continued opportunity for education. "If we've must have super-kids," he said, "the least we can do is give them every benefit to develop into proper heroes for society."

Conceiving of the idea was easy; comedy and the ability to make the Academy happen were hard. Henderson had the reputation to earn people's trust in this delicate arrangement, and used his ties with the Champions to further enhance the image.

Government and the Guard represented other difficulties which were handled through negotiations and manipulation. In a pair of instances, modes of out-and-out blackmail were used because, yes, the Marksman does indeed know where a lot of the bodies are buried. In the end he got what he wanted.

No one thought it was a bad idea, the only concern was who should run it. The paranormal community and, in many cases, the public at large had difficulty trusting the government to oversee such a project. Either incompetence or scandal would surely plague

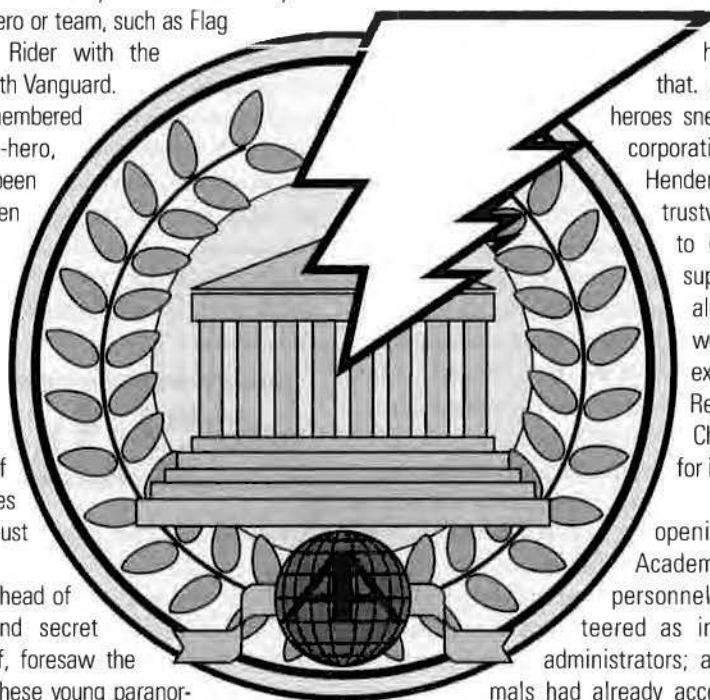
it and the issue of the next generation of super-heroes was too delicate for that. And certain quite famous heroes sneered at the idea of other corporations' involvement. Henderson International was very trustworthy and had been known to cooperate amicably with super-heroes before. The close alliance this new Academy would also share with the extremely reputable Odyssey Research Institute and the Champions also spoke well for it.

1998 saw the official opening of the Arcadian Academy in Bay City. Most of the personnel had long-since volunteered as instructors, advisors, and administrators; and three young paranormals had already accepted attendance. Others

followed with the first full class consisting of six students who became known as Shattersky, Bugout, Magus, Go-Girl, Doc Smash, and TK. Together they were rather powerful and possessed an exuberance that was difficult to restrain. In the words of chief instructor and retired hero, Challenger, "They're completely out of control! Close the place down and lock these little maniacs up!!"

Challenger was prone to hyperbole. Still, there was no denying that the first team was in costume and adventuring before expectations and real desire. Some members of the Hero community were not especially pleased, but the team charted up several quick successes and earned a good rep of cooperating with official authorities. Guard and Bay City had no cause to complain, in fact, working with the Academy was often easier than the Champions. The usefulness and guidance of the Academy was apparent in their teamwork skills and civic-mindedness. The kids were having fun and everyone liked them.

Their inclusion in the Proprietor War was controversial, but they acquitted themselves well and were as important as



any of the other heroes in the conflict. No one foresaw the ultimate conclusion of that battle and no one has pointed any needless blame. The first team of the Academy fell in the same conflagration that killed so many others, and the world mourns them and remembers them as heroes who have become a shining example of what is to be expected from those who follow.

Many of those who followed were already at the Academy, the second class. Because of the previous events and with a better understanding of training techniques, the newer students are not allowed quite the grace and freedom of the first. Also, they are mostly younger with their powers not quite as developed. The students themselves don't mind the opportunity to improve themselves before they take on all their responsibilities. They've got a ridiculously high standard to live up to and they don't want to look like idiots.

The structure of the school is simple. There is the main building downtown which serves as the official headquarters and administration. The students are almost never there, either in school or at the secret facility built from an old, underground Masters of Fortune base in the heart of the city. This can be reached through three hidden entrances built into Henderson-owned businesses which naturally cater to kids (a movie house, arcade, and juice bar). The students can come and go freely. This base has their training areas and equipment as well as living quarters and other facilities useful to a team of super-heroes.

The importance of maintaining a secret identity is stressed and the students have been quite successful at it. They all attend the same local junior-high or high school so as to better look out for each other. The academy is a boarding facility, but normal interaction with society is considered highly desirable. Four students maintain contact with their families, understanding that secrecy and security is absolutely necessary. The students and staff are best described by one of their own...

"How ya doin'? My name's Hy-Tek and if you can't get an idea of what I can do, you're just not trying. The rest of my class includes Magus (the first Magus' kid brother), Iceflame, Sticker and three losers who can't come up with kewl names yet (not that Sticker is exactly great but try telling her that). I got about two hundred words to tell you about the guys who are all the time trying to cram this Hail Arcadia, world-of-peace-and-glory-for-all-mankind junk down our throats. Just tell me when I can take on Dr. Destroyer!"

DONALD HENDERSON:

"Today is well in hand. What we're building here is tomorrow..."

Almost never around 'cuz he's gotta run his own big-deal corporation. Total hot-shot money-bags kind'a guy who could probably beat Grond to death with that cane.

MARY KATE MACLAREN:

"Hy-Tek, you're five minutes late for class. Stop messing with that computer and get!"

Chief Administrator handling equipment, cash-flow, and politics stuff. She keeps everyone in line and doesn't mess around; don't matter to her who's wearing the tights! She's about the only one here that we don't want to mess with! Yeah, and that includes Challenger.

CHALLENGER, AKA NATHAN ROSS:

"Ok, you brats, listen up. Ol' Challenger is going to show you what it means to be a hero."

This guys been kicking butt since the forties and has been kicking our butts since last year. Probably smart to get someone that can push us around; he says he's doin' it for our own good. Personally, I think he just likes to beat up on us kids!

DR. FRANCIS GARNETT:

"Just be still, Iceflame. I promise this test won't hurt a bit!"

On loan from the Odyssey Research Institute, he's this year's model for scientific inquiry and method. At least he's got more of a sense'a humor than the last stiff. But his tests still hurt! He's showing us all the really weird junk that's out there in the world.

MARGARET BLACKMORE:

"The power shows the way to those who can see it. You must learn to open your eyes..."

Just showed up one day and announced that she was gonna be Magus' mystic instructor. Spooky lady; no one wanted to disagree. She keeps Magus confused with a line of cryptic remarks and patter. Like she's obsessed with destiny or something...

DR. JENNIFER HALEY:

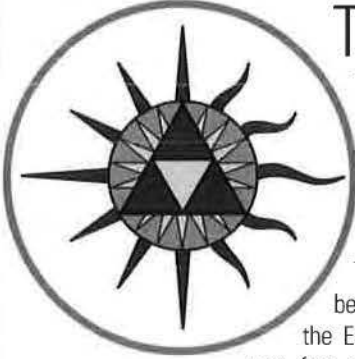
"I don't care if they do have superpowers! They're still children, and you should keep that in mind."

Gotta be more than your normal MD; she's supposed to keep us all healthy and make sure our powers don't go spastic on us. Workin' so far. She's also concerned that we don't get put in situations that are over our heads. Like those exist!

Learn more about the Arcadian Academy in
CHAMPIONS NEW MILLENNIUM: ALLIANCES,
 available now from Hero Games Inc.



THE LODGE



The world's largest mystic organization dedicated to the forces of good and light is known as The Lodge. It has existed for hundreds of years and has mastered the art of operating in secret during that time. Therefore, while they have been a significant power on the Earth for many generations, very few people know about them. Considering the way in which Magic works, this is probably the best.

The current leader of the Lodge is **Saito Anesaki**, an elder gentleman of tremendous occult knowledge who operates a bookstore in New York's Greenwich Village area. He also has an estate outside Kamakura in Japan.

The Lodge's main concern is the protection of the people of Earth from the outside forces that might threaten this plane of existence. They are not as concerned with the troubles caused by other, Earthly practitioners of Magic, as certain people might think. There are even members of their own order who often perform actions which mark them as criminals, the most notable of these being **Alek Lysander**, otherwise known as Conjuror of the Fearsome Five.

Any residence of a Lodge member can function as a Lodge meeting place or "base." Bay City continues to enjoy a large Lodge presence with **Solitaire** of the Champions and Margaret Blackmore who is attending the needs of Magus of the Arcadian Academy. As well there are three others of note, two of which lead smaller sub-orders of their own within the area. Bay City has long been a center of mystic forces and is worthy of the attention.

MARGARET BLACKMORE

"It is not enough to watch. We must act!"

Margaret Blackwell has been a member of the Inner Circle for over thirty years. Her opinions are well-respected among her brethren, and Saito Anesaki often seeks out her advice. Unusually for those of the Inner Circle, Margaret is well focused on the world of today. While she continues to advance her own studies and powers, she is also concerned with what goes on around her.

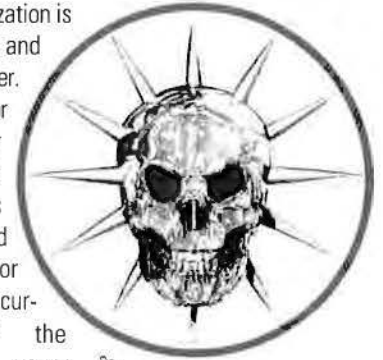
Margaret feels that the world needs more than one mystic champion to protect. And while she remains impressed by the power of her student and current Lodge hero, Solitaire, she feels that more needs to be done. To further that end, she has appointed herself tutor to Magus of the Arcadian Academy. This activity has not made her popular with the more conservative factions of the Lodge.



THE BROTHERHOOD ARCANÉ

This shadowy organization is as old as the Lodge and perhaps of greater power.

There is, fortunately for mankind, a tendency for evil wizards to lack cooperation which has stymied their full and terrible capability for many generations. The current Master of the Brotherhood seems young in appearance but his eyes betray his great age. His name is not known to any of the Brethren, who refer to him only as **The Master**.



The Members of the Brotherhood wish to gain dominion over mankind through their great mystical power. Some of them draw vitality from the Shadow Realm and these draw the attention of their great enemy, The Lodge. Otherwise, skirmishes between the Brotherhood and their counterparts are mainly based on enmity between the individuals involved with no declaration of formal war between the two groups. But personal activity is mainly what occupies the attention of the Brotherhood, it is rare indeed that the group acts in collusion for some common goal. Pairs or small gatherings may occur for particular ends but little else. Mainly, they do not trust each other enough for much more than that.

Consider four "brothers" who sometimes dwell within Bay City. **Matthias Casimir** has been so long from any duties that he scarce remembers his sworn allegiances. **Markoth** escaped from mythic Tangut, betraying all their most sacred oaths; and has sowed discord within the Brotherhood for nearly twenty years, setting brother against brother to enhance his own power. **White Flame** of Eurostar has a residence here, and while he owes his power to the Brotherhood, he would burn the other two if he could. **Dr. Karl Volgar** was once a member of the order, but that was a lifetime ago.

Others of lesser status cavort within this area so rich in magical potential. The aura of brotherhood so apparent in their superiors is no less so in them. They all lust for power and draw followers and disciples to them under cover of different names and orders.

OTHER SECRET ORDERS

Other followings and orders lurk within the city. A lodge house for the Golden Path, hidden under the name of Starhouse, sits downtown. It is mainly a gathering place and club for the wealthy and influential of the city. And sometimes others will meet and gather, the followers of the Path that leads to power and wealth, and they will form dark alliances in the night.

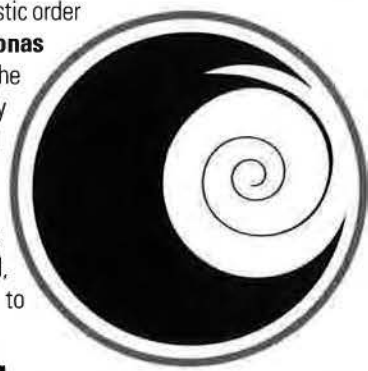
ATLANTIS SOCIETY



The Atlantis Society is the common name for the Emerald Council, an identity which is unknown to the adherents of the outer circle. The society is international and generally boasts non-extraordinary members who seek to gather socially and discuss and explore the mysteries of the past and future. The worthy of these are led into the inner Council wherein can be found the answers to these questions.

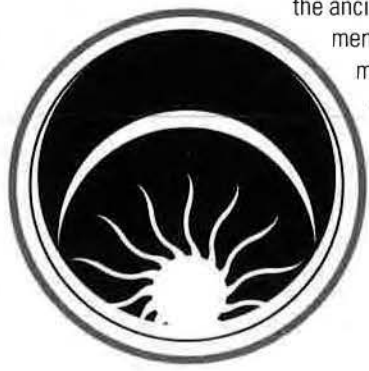
THE CABAL

The Cabal is a dark, mystic order now controlled by **Jonas Astaire**, a member of the Brotherhood Arcane. They gather to worship and acclaim the dark powers of the Shadow Realm and seek to reopen the gateways. Jonas is a cruel, wicked man destined to come into great power.



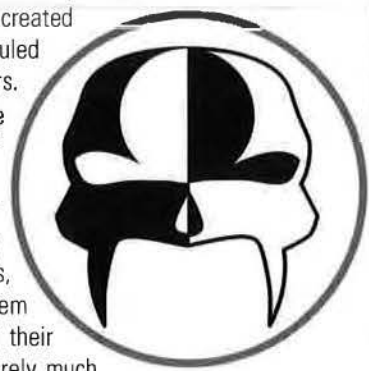
TEMPLE OF PAN

Bronwyn Turlough is another member of that black brotherhood, who draws her powers from the Earth itself and the ancient spirits which once all men worshiped. Her arts and manner are dark as well and her following is known as the Temple of Pan.



THE SCIONS OF CAINE

This group is founded on the premise that all normals are created lowly and meant to be ruled by their superiors. Meaning they, the mutant paranormals of the Earth. Ultimately, they seek the abolishment of all other worldly powers and governments, wishing to replace them with the dictatorship of their own control. There is rarely much thinking beyond that, it seems assumed that such a world would be a far better place for all concerned.



The leader and guiding force is **Dr. Richfield Franck**, who appears as young today as when he first stepped into the limelight with his positions at Guard and VIPER. He formed and trained much of the paranormal force at VIPER and then led them to rebellion in 1989. No one knows whether Franck has any true paranormal powers of his own. He has never been captured or made to pay for his crimes, and no one boasts of having engaged him in any combat despite his long and treacherous career.

His firm control kept all of his forces out of the Proprietor War, and so the Scions are still possessed of their full strength. Twenty-three mutants have sworn allegiance under this banner and though not all of their number are of great power, they are still a formidable force. Their membership includes **Black Diamond, Shrinker, Esper, Leech, Vibron, Target, Avatar, Darkbolt**, and many others.

Franck is envious of the open nature of Henderson's Academy and wishes he could more openly recruit young paranormals as with Avatar and Target. But he has sources everywhere and strives to acquire all those he can.

The Scions' finances are based solely from income generated through criminal activity. Any scientific miracles created in their hidden labs are for the Scions' use alone. Franck makes no money from the illegal manufacture and use of mutaphetamine (see page 105), but takes care to concern himself with the results. As in many metropolitan areas, the Scions maintain a base and activity in Bay City. Recently they have gained the goodwill and alliance of the powerful mage, **Markoth**.

Learn more about the Scions of Caine in **CHAMPIONS NEW MILLENNIUM: ALLIANCES**, available now from Hero Games Inc.

THE AXIS



When the Nazis fell from power in 1945, there were those who would not accept defeat. Believing that they had a destiny that existed beyond their leaders, these men and women went underground to maintain their now forbidden order. Two of the monsters created by Karl Volgar and Volgar himself had surely

perished in the destruction of Volgar's Castle, built within the Forest of Morphant. But others lived, and managed to rescue select geniuses of the Reich and escape to sheltering lands. There they plotted and they waited until the time was ripe.

But despite long planning, great wealth and opportunity, AXIS failed and fell. From their shattering defeat in 1984 and the capture of their greatest leaders, Black Claw and The Cometeer, it was imagined that AXIS had been smashed for good.

What then caused an aged old man to sit bolt upright in his bed one late evening in the last, bleak mid-winter? Why did he gather funds and two stout workers to accompany him on a trip to Morphant woods in the heart of eastern Germany? How did he know which of the fallen stones to move that would open a pathway down into the damp, cold Earth? Of the three who descended into that dark forbidding place, not one of them emerged. But still did a trio of forms come creeping out of that yawning abyss...one of them with eyes that burned with a great urgency and awful purpose.

Since that time the terrible doctor has not been idle, picking up the pieces put in place by his ebon-clawed slave for the days still ahead. He has made himself aware of the events that have occurred while the world spun without him and the powers of paranormals; and he smiles. "Heroes believe that fear is an emotion that they can overcome, a state of being which can be put aside and ignored. I will show them what true fear is."



THE SHADOW REALM

Strange forces and powers lurk just outside the perception of man's awareness, locked out by barriers and gates long ago erected for the safety of humanity's very being. But there are times and places, incantations and rituals which can rend those barriers and strike open the gates. And then flows into our world the gifts and blessings of might and force which can be used at the caster's will. But out slips a tiny piece, a fragment, of the world's soul.

The Shadow Realm exists on a different plane of existence, and shelters beings and forces whispered at in Earth's pagan memory and lore. Once, long ago, these creatures held dominion over the sum and total of Earth, and set in motion plans for the future. What great conflict came to cast them away and confine them beyond is lost to cosmic history. But they remain, they have always been and always will be, and they want so very dearly to return to this place of being in the universe.

Many Earthly practitioners of magic call upon forces that dwell in the Shadow Realms. Usually this very practice designates them as evil and harmful to their fellow men. But there are others, followers of the White Path, who believe that all of the forces of that long-ago struggle were cast away in that fateful conclusion, including those who fought for the soul and future of mankind. They speak of powers of good which can be justly called upon to aid their own struggles against evil. Still others, possessing the same knowledge, warn that no one knows this for sure.

Earth is linked inextricably with these strange energies. Even paranormals with no knowledge of the occult or mysticism, tap into these distant places as the source of their powers. What fate may befall mankind if the veil that shelters and protects the world is ever fully torn asunder?

WILDSTRIKE

This testimony has focused on the most powerful paranormals, those heroes, villains, and others who have the most unusual abilities and the greatest effect on the world; these are sometimes called "Hypes," or often "Capes" or "Masks" from their habitat of wearing unusual costumes. (The derivation of the term "Hype" is unknown; possibly it stems from high-powered paranormal, or hypernormal, or perhaps from their tendency towards self-promotion). But these mightiest of paranormals are only a handful worldwide; their numbers are measured in the hundreds at best. There are thousands more people around the world who have abilities beyond those of normal men.

These paranormals are those that may have one slightly unusual ability, or perhaps even a major power, but not the full range of abilities that lets them enter battle with the mightiest of paranormals. Many paranormals choose not to reveal their powers, fearing the response of people. Many have been killed by frightened mobs, or thrown out of work, ostracized from society or their lives ruined by the insatiable curiosity of others.

There is still much we don't know. Research is difficult at best; paranormals generally dislike being "poked and prodded," and many of them can back up their dislike quite forcefully. Scientific instrumentation tends to fail around them, and results are often wildly inconsistent. Some researchers speculate that there are different sources and processes that occur even for similar abilities, so that trying to uncover a single reason behind these abilities is impossible. Only one thing is clear: More research is needed.

— Excerpt from testimony of Dr. Joseph Phillips to the Senate Select Committee on Paranormals, June 13, 2003.

On January 11, 2000, the full power of the being known as The Proprietor was unleashed upon the world. The strength and vitality of a veritable god was freed from its containment and thrust into a vessel unprepared for the whole of its might. The world trembled and shook, and great fissures opened up all around it. On that day many were touched by this power and had their lives changed forever. They were struck by the wild, random energies which were racing like wildfire through the whole of the earth itself.

In time, this was referred to as the name which has also been placed upon those who were most affected by this event,



the Wildstrikers themselves. They gained powers, but unlike the paranormals before them who felt blessed by the gaining of unearthly abilities, they had cause to curse their bitter fate.

They became stronger and faster and tougher. Some of them could emit one of the typical energy forms or drain vitality and strength from those they touched. There were those who could fly or move through solid objects, or sense things about them in unusual ways. Few of them gained a complete set of powers that would

make them a mighty hero or villain, if they were so inclined. Certainly no fair compensation for what had happened to them.

For most, a hideous transformation came over them, changing their appearance into something other than human. Earlier paranormals could still shed their costumes, don normal clothes and pass as normal. Such anonymity was forever denied these men and women, they were freaks, and there was nothing anyone could do about it.

In Bay City the majority of Wildstrikers and other paranormals cursed with unusual appearance congregated in the area now known as The Cavens, hiding at first from each other for the randomness of their grotesque looks was repugnant to them as well. Soon, their mutual plight allowed them to over-

come this.

The practice of paranormal fighting had already been around the fringes of society for years, but it found new life with the appearance of Wildstrikers. The spectacle was compelling...real monsters with paranormal powers, fighting like gladiators in a special ring built for the perverse entertainment of those willing to pay!

The Cavens were a perfect location for such events; very few costly modifications were necessary. And on certain nights, wealthy men and women come to watch their favorite warriors batter each other for their grotesque amusement. Many of the Wildstrikers wear costumes and have taken on names, acquiring a sort of fame and acceptance that had been denied them. No one knows what to do about this. The popularity of the underground sport is growing outside the area, but decency and the law denies it mainstream acceptance in most places. Tapes of some of the more spectacular bouts are in circulation and command high prices. Criminal elements are certainly involved, but for now the legal forces of Bay City have chosen to turn a blind eye. With the Wildstrikers, it seems to be what everybody does.



NOTABLE PARANORMAL SITES

Not every interesting place in the Bay City Area is listed in the Fodor's tour guide. When you're in the paranormal biz, the most important locations are often secret, deadly, or both. But it's important to know about these places, as they are usually where the action really is happening!

THE PIT

"No! It is MORE than just a big hole in the ground. Holes in the ground don't eat people. I need to know what it is. I can't have a man-eating hole in my city. The voters won't stand for it!"

There's a hole in McLaren Park and no one's allowed to play in it. Two plucky investigators from the Odyssey Institute and the hero known as Capt. Flash have gone into the Pit to explore its depths and none of them returned. The Odyssey investigators had pretty sophisticated equipment with them, but communications went dead almost the moment they were out of sight. So far no one has any answers though some suspect that the Pit is a transformed version of the Spyre which the Earthly forces of magic fought over in 1948. This could be used to open a full gateway into the Shadow Realms and was said to grant tremendous power and control over the beings that dwelled there. Certain scholars of magic believe that it was transformed into a abyss that ultimately opens into that fearful Realm itself. No true evidence or mystical scrying has yet been able to determine this or suggest any other theory. As with the Odyssey equipment, all mechanical probes become useless very shortly in their descent.

THE CAVERNS:

"Ancient Civilizations? Don't talk to me about ancient civilizations, doctor. I'm just here for the fights!"

Dominated by the Wildstrikers who are not prone to acceptance of uninvited strangers, this area has not at all been adequately explored. During the first two months after the disaster, there had been time for only two cursory expeditions. Before a proper team could be outfitted, travel through the area had become forbidden by the squatters. And whereas singly, none of their powers are particularly formidable, together they present a force which cannot easily be ignored. Wildstrikers from out of the area and even state have come to The Caverns for solace and a home. This situation is becoming maddening to scholars and certain members of the Odyssey Institute. The two trips had yielded information suggesting that the Caverns were not natural but man-made, constructed before men were known to dwell in this part of the world. And markings taken from one wall seemed to be

a form of written language hitherto unknown to the annals of history.

THE PANSTAR FACILITY:

"We do things here that God only dreamt about. We can do ANYTHING. If the price is right."

This is a sprawling complex dominating the industrial area of South Bay City. Illicit research of all sorts goes on within its heavily armored walls. Security is very tight behind the electrified fence. Electronic surveillance of all type and manner and a veritable army of well-armed guards is on constant patrol. It's rumored that even a paranormal or two is on call. This is the most important facility in PanStar's vast empire and, following the break-in of 1989, they have tightened things up considerably.

Panstar is of particular interest to the paranormal community, as their research often involves the creation of paranormal abilities or devices useful to those with supervillain ambitions. Their long standing association with VIPER hasn't helped their situation; Panstar is often under surveillance by the Guard, UNTIL, the Champions and any other local Capes that happen to be in the area, all of whom suspect the organization of being up to no good (with more than a little reason!).

CASTLE DEMORPHANT:

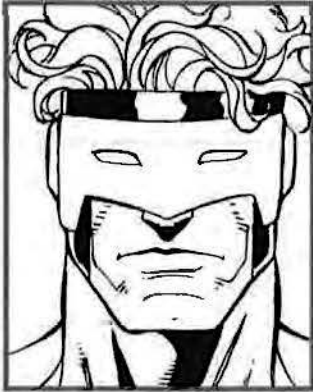
"A castle in Northern California? How very...Hearst. Still, Mr. Casimir does throw the most lavish parties."

Though it lies far outside of the Bay City Area, the Castle is worthy of discussion. It was built during the Black Paladin's heyday during the late 1960s-70s in the mountains and woodlands some miles to the west of Great Lake which borders the states of California and Nevada. Much of the stone incorporated in its construction had been translocated from Germany, and it was built to exacting specifications. Its owner, Matthias Casimir, spent a vast fortune to assure its authenticity; he was of course recreating the great hall of his other self, Sir Giles de Morphant. The castle has always had magical protections but has also been recently modified with amazing technological weaponry and equipment due to the genius of Jason Barrett, the new Black Paladin. The land and keep are owned free and clear by Casimir whose innocence of, and so-called freedom from, the new armored villain has been officially acknowledged. Since Casimir re-entered public life, he has feted two lavish, well-attended parties for the affluent, and has made the grounds available five times for charitable affairs. Of course tours did not include his special laboratories and study chambers, nor certain parts of the dungeon.



HEROES, HELPERS AND NUISANCES

Following are significant characters of Bay City, who may be dropping into your life with some regularity. Some of them are helpful; others are not. And some are just plain pains in the tights.



THE MARKSMAN

"Trust me, son. I've been doing this since before you were born."

How many times we gotta say that this guy's retired? One-time member and sometimes leader of the original Champions, Donald Henderson was forced into hanging up the tights due to

injuries inflicted on him by the Proprietor during the fateful battle also involving Dr. Destroyer. Though it is difficult and painful to do so, any subsequent appearances by the Marksman have been without benefit of cane or other support. Goes to show you what a real hero will endure to safeguard his secret identity. In the face of a true emergency he might be willing to haul the ol' Sonic rifle from above the mantel-place and scramble a few brains, but otherwise he is willing to leave the Cape duties to newer hands.

SHADOWBEAST:

"Sometimes justice comes free."

Mercenary-type super-hero by the name of Kirk McIntyre. Sometimes he's on a paying job and others he does for kicks. He long ago gained his powers by merging with a ferocious creature of the occult whose name he now bears. This spirit lacked a physical form due to circumstances too complex to go into here, but could grant great physical strength and powers if a mortal would make pact with it. As Kirk was in a bit of a bind at the time, he agreed and they've been stalking the night ever since. Shadowbeast can get a little out of hand in combat and is downright ferocious and unreasonable in the presence of demons and other monstrous, magical beasties. Kirk is incredibly strong with amazingly quick regenerative abilities, extraordinary senses to track his targets, and the ability to pass through obstacles and distances.

SPEEDSTER:

"You can try, but you can't outrun the long arm of the law!"

Gerald Spence has been running down crime since he was fourteen and had his lab accident that gave him his powers.

He's been telling that story for so long even he's starting to believe it. That fact is he was born with his powers and has been aware of them since he was nine years old, but didn't want to tell his mom the truth because it might upset her. Gerald's thirty-six now and his mom still doesn't know. He's made a career for himself in law, working in the DA's office in Bay City. His tough work schedule still leaves him the fifty-seven seconds he sets aside everyday to patrol the city and lock up a few offenders.

CAPT. KENT SMYTHE:

"See this? This is the California Penal Code. Cape or not, you are still subject to its provisions!"

Police liaison for paranormals. Kent's pretty much seen it all during his time on the force. He and his two assistants coordinate affairs with Guard but mainly keep touch with the Capes and give them a desk to talk to when they feel so gracious as to involve the mere BCPD. Kent has a full understanding of paranormal law and is always willing to verify that breaking and entering is still illegal in most cases. It's his job to cooperate with the Capes and he prefers to follow through on that, but he can create enormous difficulty if the heroes become unreasonable or truly unlawful.



CRUSADER:

"The Nazis couldn't stop me, and neither will you!"

A hero so far out of time even he doesn't know it. Born in the fourteenth century, Sir Michael Livingstone was known as a great and noble hero, fighting injustice and righting wrongs. His personal nemesis was the Moorish Alchemist, Benedict de Polon, whom he has stalked over the centuries through the assistance of The Night Rider, a master of time and space. In his previous chronological appearance (1942), the Crusader had lost all memory of his prior life but found himself in Europe during the second world war. His character left him no choice but to fight and he became a great hero for the allies. His mysterious disappearance in early 1945 was a shock to all, but it was due to nothing more sinister than his mysterious ally

Learn more about the Marksman, Shadowbeast, Speedster and Crusader in **CHAMPIONS NEW MILLENNIUM: BAY CITY**, available now from Hero Games, Inc.

plucking him ahead to the year 1996 and the ultimate confrontation with his diabolical foe. Hopefully he'll get his full memory back in time for the main event.

GARY PINCHIOT:

"Behemoth, is it true you're having an affair with Lady Blue?"

When just being a fanboy isn't enough. Gary's drooling fascination with super-heroes really began in the sixties and the arrival of the Champions, quickly reaching its apex within a year and his founding of *Superhype* magazine. Since then its been all downhill while circulation has gone up and up. If you like investigative journalism...forget it! But if page of page of puff pieces, love-notes, and every factoid imaginable on the tights-wearing scene is your bag, then you're probably already a subscriber. Because of the assurance that they'll get to tell their side and only their side, paranormals of all stripes have consented to interviews in Hype's hallowed pages. And yes, that includes villains, ever since the great Dr. Destroyer exposé of 1969 (who ever KNEW he was so misunderstood?). But don't take him for granted or think you can push him around too much; Gary can make or break you in the paranormal world!



JIMMY DUGAN:

"Come on, Seeker. Just give me a quote!"

Ace reporter and stringer for the Bay City News Net, the Capes are his beat and he's unflappable about covering 'em. Jimmy's been around and can smell a snow-job a mile away. His encyclopedic memory of paranormal events serves him well when following up a story. Many of the heroes don't remember their past adventures as well as he does and he catches 'em in lies time after time. If a hero's got a reputation, Jimmy knows it and maybe a little more. The public has read more about the comings and goings of their favorite Capes through dedicated snoops like Jimmy than they would've if the heroes had their way.

MADMOISELLE ANNE GAUTIER:

"No books can explain the Mysteries."

Just ask her, she swears she's never heard of The Lodge or the Brotherhood Arcane! But she owns and runs Lady Anne's, the only, authentic, this-stuff-is-for-real Magic and curiosity shop in town (well, other than ol' Chen Hsu's in Chinatown, but just try and find it when it's an emergency..!). Oh sure, there's the normal collection of garbage lining the walls, but if you know what you're talking about, show polite-

ness, pet the darn cat, and wiped your feet before entering, she just might give you a hand and display some of her not inconsiderable expertise. Get uppity with her and you may wind up walking out of there unwarned with an authentic Necronomicon and you can kiss your sanity goodbye! She can be a useful source of information and there's not much she can't get her hands on for the right price. Fair warning though, she isn't one to play favorites and serves both sides of the fence if you get my meaning (and I think you do).

WADE JACKSON:

"Fightin' crime ain't pretty. But what the hell, neither am I."

Local Private Eye, with a bent towards the more low-brow scene, unlike uppity, high-priced dick, Elliot Powell. Wade is into the seamier side of Bay City, mainly because those are the kind'a jobs he gets. Illicit affairs, missing persons, murders, small statues of black birds, stuff like that is Wade's thing. And when he's being conked on the head, harassed by the cops, slipped a mickey, or seduced by some dame, you know he's onto something juicy, maybe even his big break to get outta this town. Wade's a good source for information when your streetwise breaks down and you need to get a little dirty and gritty.



SHERRY BAXTER:

"Get out of my way. My story is through there!"

Tough news-broadcaster for station KTBC. When Sherry's out to fill her three minutes on the 10:00 News you'd better not be standing in her way. It's either throw that gasoline-truck or set it down, fella, 'cuz she's got a deadline to make. Lengthy master-plots and heroic pontificating are not her cup of tea; she needs visual, she wants dynamic, and she's going where the action is! The maniacs at her station have given her a helicopter, motorcycle, and broadcast van, with a trio of like-minded danger-seekers as her broadcast crew. Saving her life just might be interfering with freedom-of-the-press, Cape-Boy, so don't try anything funny! Respect from Sherry? Forget it! But she just might get a clip that'll make you look really good and hit all the syndications.

CHAPTER SIX THE CONFLICT





FUZION™ GAME MECHANICS

What's Fuzion?

Fuzion is a set of rules for roleplaying; in other words, it's a roleplaying game.

What's a Roleplaying game?

A roleplaying game lets you pretend to be a character in a story that's like a play. Each player plays a character, making the decisions and saying the things the character would say in the situations that happen. One player, the Gamemaster (GM) acts like the author and director of the play; he "sets the stage," telling the players where they are, what is happening, and what other characters (the Non-Player Characters, or NPCs) are saying and doing. The GM guides the action but does not control it; the results of the game depend both on the players and the GM. More simply, roleplaying is just like the "cops and robbers" or "playing house" games you played as a kid, only this time with rules to help guide you, and situations that are more complex and interesting.

How do I get a character?

The GM gives you one, lets you pick one that's already been written up, or lets you create one.

How do I create a character?

PAGES 102-137 Use the Lifepath on page 102 to develop a background for your character. Then you buy the Primary Characteristics (also called Stats; numbers that determine how good you are physically, mentally, and in combat) with Characteristic Points (CPs). Next, you use Option Points (OPs) to buy Skills and other things your character can do or use (including equipment and special abilities). The GM tells you how many CPs and OPs you have to start with, what things you can buy and what you can't, and any special rules he may have for his game. You may be able to take Complications for your character to get more OPs.

How do I know how good my character is?

PAGES 112-113 All Primary Characteristics and Skills use numbers on the same scale, and all have a starting value of 0. Normal humans are usually in the 3-4 range, with 7 being the maximum normally; in some games you can go up to 10 for a normal human. Anything over a 10 is super-human. Each 1 point of a Characteristic or a Skill is +1 to a Skill Roll (in the case of Strength, a +1 is +1 die of damage in an attack).

How do we start playing?

PAGES 139-141 One player becomes the GM and decides the setting of the game, the rules to be used, starting points for characters, and all the choices and options presented in the Fuzion rules. The other players get their characters ready based on what the GM tells them about the rules. The GM prepares a story (or uses one from an adventure book), and begins to tell the players what their characters see and hear, and starts asking the players what their characters will do next. When something comes up where the result isn't obvious (like whether or not you hit someone or whether you can pick a lock), use the Fuzion rules to find the answer.

How do I figure out if I succeed at something?

PAGES 141-142 You make a Skill Roll. Skill Rolls all work the same way, no matter what Skill you use. First, find your **Action Value (AV)**: To do this, take the Characteristic and add it to the Skill needed (the GM tells you which

Characteristic to use for the Skill). For instance, if you're trying to pick a lock, you'd use Lockpicking Skill with your Technique Characteristic. Your Action Value plus your Die Roll gives you the Action Total. (The Die Roll you use is decided by the GM for the entire game. To be like the Hero System, the Die Roll would be 3D6; to be like Interlock, the Die Roll would be 1d10.) If your Action Total meets or beats the Difficulty Value (DV), you succeed. The Difficulty Value is provided by the GM, looking at the table on page 141 for reference. Or, if you're trying to use your Skill against someone else's Skill directly, the Difficulty Value comes from the opponent's Action Value plus Die Roll (to be like the Hero System, you'd just add 10; to be like Interlock, you'd roll 1d10). **Skill Rolls:** Action Value (AV) + Die Roll = Action Total. The Action Total must be equal to or greater than the Difficulty Value (from the table on page 141).

How do I fight?

PAGES 139-149 The GM declares that combat has started, and each character gets to act in order (see page 139 for details). A character takes an Action, determines the result of that action, then the next character gets to act until all characters have acted. Then the Phase is over and a new Phase begins, where everyone can act again. Page 139 has details and options that can change this.

How do I hit a target?

PAGES 146-149 Fighting is handled the same way as any Skill. Find your Action Value (AV): Take your Reflex Characteristic plus your Weapon Skill, and add a Die Roll to get your Action Total. Compare your Action Total to the Difficulty Value; if you meet or beat it, you hit. To find the Difficulty Value, add the defender's Dexterity plus their Evade Skill to get their Defending Value (DV); add 10 to be like the Hero System, 1d10 to be like Interlock. To get the Difficulty Value for an unopposed action, your Action Value (AV) + Die Roll = Action Total. The Action Total must be equal to or greater than the Difficulty Value (DV) + Die Roll.

How do I do damage?

PAGES 150-151 Roll the damage listed for your weapon (some number of dice), or roll 1D6 for every 1 Strength you use. Attacks are either Stun attacks (hands or feet, clubs) or Killing attacks (guns, knives, lasers). Roll the dice and find the total; that's the number of Stun against the target (for Stun attacks) or the number of Hits against the target (for Killing attacks).

How do I take damage?

PAGES 150-151 The target of an attack subtracts either their Stun Defense or their Killing Defense from the number of Stun done by a normal attack, whichever defense is higher. The target subtracts its Killing Defense from the number of Hits done by a Killing attack. The remaining Stun (or Hits) are subtracted from the target's total Stun (or total Hits). If your Stun falls to 0 or below, you are unconscious; if your Hits fall to 0 or below, you are dying. See page 150 for details and options.

How do I GM?

PAGES 156-177 The best way is through trying it yourself. Read through the rules completely, and read through the campaign setting provided. There's an example and a pre-made adventure for you to try it out yourself. Good luck!

BASIC FUZION CONCEPTS



Some Important Fuzion Designer's Notes:

The Fuzion system is an metasytem, not a multisystem. An multisystem basically allows you to play the same way in a number of different genres or settings. A metasytem, on the other hand, allows you to not only do this, but also combine elements of many different genres into one setting (for instance, giant robots and fantasy characters) as well allowing you to customize those core rules to best fit the individual genre by adjusting the level of their impact on your game.

The result is that in any Fuzion book, you may find a few tables that either don't directly apply to the genre or may seem to be out of scale to the genre (for instance, Strength and Throwing tables that allow you to lift mountains and chuck them into orbit.) Relax. The whole idea is that in each Fuzion setting, we may use the same tables, but they are applied differently by adjusting the Dials and Switcher that control their effects on the game.

Why do we do it this way? The first reason is that although you may not currently have any characters in your game that can lift mountains, you have the option of adding them at any time—if you want to. Otherwise, simply use the tables at the setting for your campaign level. And if you need characters to lift small mountains, you can easily “dial” those tables to a level which best fits that particular game.

In addition, Fuzion was designed as a whole, not as a series of parts for different genres. That means we've tried to cover as many different conditions that we think might arise over hundreds of genres and settings instead of putting out new rules as new settings come up. This allows you more flexibility in creating your own genres; if you want to add starships to your fantasy game (like in Poul Anderson's *High Crusade*), you don't need to wait till we out out a specific book combining these elements. This is especially important when you consider the number of new genres and settings arising every day in animé, comics and movies—with zombie cowboys, parapsychic FBI agents, superpowered ninja rangers and so on.

Lastly, since Fuzion was designed from the roots of both the HERO and Interlock systems, it also has the advantage of being able to use previously published materials from both of these systems with very little conversion required. And since Fuzion can be applied to a wide variety of genres, it has been licensed to other game settings as well as RTG and HERO's settings, allowing players to use parts of these offspring systems as well.

For more on the Fuzion system, or to download your own copy of the Core Design Rules, visit the Fuzion Labs website at [http://: www. herogames.com](http://www.herogames.com).

ABOUT KEYPAGES

Fuzion is built on the idea of **Keypages**. Each Keypage is designed to be an easy to follow chunk of information, divided into individual topics. Each topic is often boxed or otherwise separated from all the other topics.

As a general Rule, **Major topics** are always written in a bold, fully capitalized text:

1 WAYS TO USE FUZION

and are always prefaced with a black and white number box that lists the steps of the rules in order of how they are done. **Less important subjects** relating to the main topic are written in a bold, upper and lower case text, as below:

And How It Will Improve Your Life

but have no number box.

Also, most Keypage boxes will have some kind of **illustration** or **image** to highlight ideas or concepts in the text, making it easier to pick out particular rules by linking them to a graphic.

A final important thing about Keypages is that they are as **self contained** as possible; in general, all the tables and information pertaining to a concept will be on the individual Keypage, even if this means repeating a table, passage or illustration more than once. Keypages are designed to be self contained so that you don't have to spend a lot of time flipping around the book; in fact, most of the time, you can photocopy a particular Keypage and give it to your players to speed the process of creating characters, powers or mecha.

PLUG-INS, KEYS, SWITCHES, AND DIALS

Fuzion is unique in that it is designed to allow Referees to customize its functions to better fit the particular needs of their campaigns. This is done by using four important concepts, called **Plug-Ins**, **Switches**, **Dials**, and **Keys**.

Plug-ins are links to Fuzion's “parent” systems; R.Talsorian's *MEKTON* and HERO Game's *Champions*. A Plug-in is like a mini version of its parent (its elements are created using the parent system, in fact), but the Plug-in is simpler and has less complexity. Plug-Ins allow you to build simpler versions of Powers and Mecha for your Fuzion games. They can also be used to “port” powers and mecha built in the parent into Fuzion or back.

Switches are rules that could be turned on and off for your campaign without unbalancing everything else. Fuzion highlights those important, switchable rules and makes it easy to pick them out from the ones that really affect the total balance of the game. To use a switch, simply mark it ON in the upper box.

Dials are a way of setting the level of effect of a particular rule on your Fuzion campaign. Dials are usually set according to the Reality Level of the campaign; from Everyday (pretty much like real life) to Superheroic (the world of four color comics and mythology). To use a dial, you decide at the start of your campaign what reality level you want that particular rule to be set at, then checkmark the box next to that setting. The rule then automatically has that level of effect on your campaign. Dials are an incredibly powerful tool, because they allow you to tailor the rules of the campaign to exactly fit the required flavor. And since all Fuzion games use the same dials, it's easy to cross genres and worlds.

Keys are ideas or concepts that we think you'll find especially interesting; novel ways to use a rule or a new possibility for role-playing. Keys also point out important concepts in how Fuzion works. You use these keys to unlock your imagination.

L I F E P A T H



This is the first step of creating a character, getting a concept and history established. Lifepath is a special flowchart of events, personality quirks and plot complications, which are used to give a character roleplaying depth and complexity. In effect, the Lifepath is your character's "origin story," telling where he came from, what he's done and what he's like. To use the Lifepath, simply follow the instructions in each box of the chart, rolling a die or making a choice as instructed.

Switch: Complications [see pg. 118-119 for more details]

As part of the Lifepath process, you may also elect to take a few **COMPLICATIONS**: Situations, problems or personal limitations that enhance the roleplaying aspect of the character, and (coincidentally), generate extra Option Points (pg. 117 #2) to be used in the creation of the character later. Note that in Fuzion, Complications are not just window dressing; a big part of getting more Option Points is roleplaying your complications.

Along the Lifepath you'll see certain events marked with these symbols. They are a signal that this particular event is a good place to link up to a possible Complication. For example, *Parents Murdered* would be a great place to take on a *Responsibility*, such as a *Dependent* (your baby sister), a *Vow* (to fight Evil) or a *Code of Honor* (Never Harm an Innocent).



1 **S**tart by deciding what your character is like; **Basic Personality, Values, and world view.** You may either roll (2D6) these or choose one:

BASIC PERSONALITY

- 2 Shy and secretive
- 3 Rebellious, antisocial, violent
- 4 Arrogant, proud, and aloof
- 5 Moody, rash, and headstrong
- 6-7 Friendly and outgoing
- 8 Stable and serious
- 9 Silly and fluff-headed
- 10 Sneaky and deceptive
- 11 Intellectual and detached
- 12 Picky, fussy, and nervous

Go To WHO YOU VALUE MOST

WHO DO YOU VALUE MOST?

- 2 Child
- 3 Brother or sister
- 4 Friend
- 5-6 Lover
- 7 Yourself
- 8 Pet
- 9 Teacher or mentor
- 10 Public figure
- 11 Personal hero
- 12 No one

Go To WHAT YOU VALUE MOST

WHAT DO YOU VALUE MOST?

- 2 Money
- 3 Honor
- 4 Knowledge
- 5 Honesty
- 6-7 Friendship
- 8 Your Word
- 9 Love
- 10 Power
- 11 Having a good time
- 12 Vengeance

Go To WORLD VIEW

YOUR WORLD VIEW

- 2 Every person is a valuable individual.
- 3 I like almost everyone.
- 4 No one understands me.
- 5 People are sheep who need to be led.
- 6-7 I'm neutral to most people.
- 8 People must earn my respect. No free rides here.
- 9 People are untrustworthy. Be careful who you depend on.
- 10 No one's going to hurt *me* again.
- 11 People are *wonderful!*
- 12 People are scum and should be wiped out.

Go To EARLY BACKGROUND

2 **N**ow move on to **Early Background and Childhood Events** (Roll for all of these):

EARLY BACKGROUND

What was your early upbringing like, economics wise? [Note: this has no effect on your current situation] **Roll 2D6** and find out...

ROLL FAMILY STATUS:

- 2-3 **POOR:** Just scraping by, day by day.
- 4-6 **MIDDLE CLASS:** Like most kids, you were pretty run of the mill.
- 7-8 **WELL-TO-DO:** You went to good schools, wore nice clothes, had lots of treats.
- 9-10 **WEALTHY:** You had plenty of everything; even servants!
- 12 **RICH** (possibly nobility): You lived in the lap of luxury, lacking nothing.

What Comes Next?

Any Childhood Crises? Big problems or traumas? **Roll once (1D6)** below and go to the appropriate table:

- 1-3 **A BORING CHILDHOOD: GO TO LIFE EVENTS**
- 4-6 **GO TO CHILDHOOD EVENTS**

CHILDHOOD EVENTS

A crisis in your early youth! **Roll 1D6** to see how your family was affected:

1-4 ONE OR SOME FAMILY MEMBERS WERE...

5-6 YOUR ENTIRE FAMILY WAS...

....then **roll 1D6** for the rest of the story:

1-3 ENEMIES

- 1 betrayed by a friend or relative and lost everything they had.
- 2 exiled; you have returned under an alias.
- 3 murdered before your eyes.
- 4 Hunted by (or involved in a vendetta) with a powerful group, or organization.
- 5 abducted or mysteriously vanished; you were inexplicably left behind.
- 6 killed in war, terrorism, or disaster.

4-6 SECRETS

- 1 accused of a terrible crime they may (or may not) have committed. **Roll 1D6:** 1-3, they were imprisoned for 1D6+2 years; 4-6, they escaped imprisonment but are still under the gun.
- 2-3 considered to have some kind of unique birthright, ability or status.
- 4 unknown—you grew up alone, never knowing your true heritage.
- 5-6 not the real thing—you're adopted, and obsessed with finding your true family.

Go To LIFE EVENTS

LIFEPATH

3 Your third step is to chart the course of your life after Childhood by moving on to Life Events.



LIFE EVENTS: START HERE Roll 2D6+16 (or choose) to determine your age. For each year over 16, roll once below and go to the appropriate table:

- 1-2 **GOOD WITH THE BAD** (roll 1D10)
- 3-4 **FRIENDS AND ENEMIES** (roll 1D10)
- 5 **LOVE AND WAR** (roll 1D10)
- 6 **NOTHING HAPPENED THAT YEAR.**

When you have completed all the years up to the present, **Go to CURRENT SITUATION** to see where you are now.

FRIENDS & ENEMIES (roll 1D6)

1-3 MAKE AN ENEMY. ROLL 1D6 AND SEE BELOW

- 1 **ENEMY:** Bitter ex-friend or lover.
- 2 **ENEMY:** Relative.
- 3 **ENEMY:** Partner or co-worker.
- 4-5 **ENEMY:** From rival group or faction.
- 6 **ENEMY:** Powerful official or noble.

4-5 MAKE A FRIEND: ROLL 1D6 AND SEE BELOW

- 1 **FRIEND:** Like a brother, sister or parent to you.
- 2 **FRIEND:** Partner or co-worker.
- 3 **FRIEND:** Old lover (choose which one).
- 4 **FRIEND:** Old enemy (choose which one).
- 5-6 **FRIEND:** Have common interests/acquaintances.

Go Back To LIFE EVENTS

LOVE & WAR (roll 1D6)

1-2 Had a Happy Love Affair: 'Nuff said.
3-4 Had Love Trouble! Any of these might be a good hook for a **COMPULSION**, **ENEMY**, or **PSYCHOLOGICAL** complication. Roll 1D6/see below:

- 1 Your lover's friends/family would use any means to get rid of you.
- 2 You fight constantly.
- 3 You've had a child! Roll for sex: Even=Female, Odd=Male. **RESPONSIBILITY** anyone?
- 4 One of you is "messing around."
- 5 You got married! Any further Love & War rolls refer to your marriage (or future divorce!)
- 6 It just isn't working out.

5-6 Had a Tragic Romance: Any of these might be a good hook for a **COMPULSION**, **ENEMY**, or **PSYCHOLOGICAL** complication. Roll 1D6 and see below:

- 1 Lover died in accident or was murdered.
- 2 Lover mysteriously vanished
- 3 Lover was kidnapped.
- 4 Lover was imprisoned or exiled
- 5 Lover went insane and is now "hospitalized."
- 6 Lover committed suicide

Go Back To LIFE EVENTS

GOOD WITH THE BAD (roll 1D6)

1-2 SOMETHING GOOD: ROLL 1D6

- 1 **MAKE A CONNECTION** (see PERKS): A local power player (warlord, official, noble, whatever) befriends you. Their level of effectiveness is worth 1D6/2.
- 2 **MENTOR:** You gained a teacher or mentor in your life. This person has taught you one new skill up to a level of 1D6/2 (round up).
- 3-4 **FAVOR** (see PERKS): *Someone* owes you big time. Roll 1D6/2 to determine the level of the favor owed you. Type of contact subject to GM approval.
- 5 **MEMBERSHIP** (see PERKS): You have been nominated for membership in a select group. Roll 1D6/2 to determine your new status (organization is up to GM)
- 6 **WINDFALL:** Your financial ship just came in—an inheritance, lottery win, gambling score, or just a good investment Roll 2D6 x \$10,000 for the amount.

3-6 SOMETHING BAD: ROLL 1D6

- 1 **IMPRISONMENT:** You have been exiled, imprisoned, or held hostage (your choice). Roll 1D6 x 1 year for length of imprisonment. A good place for a **PSYCHOLOGICAL** complication.
- 2 **FALSELY ACCUSED:** You were set up, and now face arrest or worse. A good place for an **ENEMY** complication.
- 3 **ACCIDENT OR INJURY:** You were in some kind of terrible accident or maimed in some other way. A good place for a **PHYSIOLOGICAL** Complication.
- 4 **HUNTED:** You incurred the wrath of a powerful person, family or group. A good place for an **ENEMY** complication.
- 5 **MENTAL OR PHYSICAL ILLNESS:** You were struck down by a severe **PHYSIOLOGICAL** illness or **PSYCHOLOGICAL** complication.
- 6 **EMOTIONAL LOSS:** You lost someone you really cared about. 1-2; they were murdered. 3-4; they died by accident or illness. 5-6, they vanished, killed themselves or just up and left without any explanation.

Go Back To LIFE EVENTS

4 CURRENT SITUATION

ROLL 2D6 TO DETERMINE WHERE YOUR LIFE IS RIGHT NOW:

- 2 You're involved in the underworld; criminal or black market activities.
- 3 You're involved in law enforcement, criminal investigation, or espionage work.
- 4 You're involved in government or other administrative duties.
- 5-7 You have a nameless, mundane "day job."
- 8 You're involved in business or high finance.
- 9 You're a freelancer; you work for yourself
- 10 You're involved in craftwork or construction
- 11 You're involved in research or scientific study.
- 12 You're involved in a military or paramilitary organization.

Go To CURRENT OUTLOOK

5 CURRENT OUTLOOK

ROLL 1D6 TO DETERMINE WHERE YOUR LIFE IS RIGHT NOW:

- 1 I hate my life, but I can't change it.
- 2 My life is crazy and out of control.
- 3 I crave more adventure and thrills
- 4 I crave more romance and passion.
- 5 I crave more money and power.
- 6 Life is good!

6 End Lifepath, or if Super, go on to Origin Path, (pg. 110)



LO, THERE SHALL BE AN ORIGIN!

...OR...OH, BITTER BACKGROUND!

One of the most important aspects of character creation is the "Origin." The answer to the musical question, "Just how exactly did this character gain those powers that set him apart from normal men." This can be a pretty nerve-wracking experience. There's the creative desire to be unique, while also the necessity not to come up with something that doesn't fit with the overall campaign structure. It can be darned frustrating to come up with a brilliant background for a hero that your GM never really makes use of in the game. We at Hero Games understand and feel your pain.

Hence, the following "Origin Events." These are the sources of most powers in the Champions Universe. Many of them have been referred to in the Origin/Backgrounds of the various heroes and villains you've already cheered or hissed in this book. They may have had variations or further developments from these humble beginnings, but friends, they all started here.

So, to be fair about things, this section will describe many of the most important events and offer tips for using them as a Player and as a GM. They are suggested to be used as springboards for heroes, villains, and plot lines. Don't be shy, there's no extra charge.

Of course, if push comes to shove, you can always have your new hero be bitten by a radioactive animal of some sort. Sometimes, the old gags are still the best.

THE GATE KEYS

Short Form: Earth is a rather unique world as it has spawned super-powered beings since the earliest days of the human race. These are people who are blessed (or cursed) with a birthright of power which will manifest at some point in their lives. This sort of thing, beings born with relative frequency who possess powers which allow them to disprove various laws of physics and common sense, is not normal in the universe. No kidding. The three alien races (Whoops! See below!) which have visited Earth do not have this quirk in their population. It is one of the many reasons why Earth is the Number One choice for a super-hero campaign.

Lofty Stuff: This unusual ability to manifest paranormal powers is caused by a harmonic field that has always existed on Earth. In the earliest ages it created very subtle effects, men and women who were more "in tune" with the more spiritual aspects of the world around them. But in a time well before man's earliest recorded histories, one human drew to himself the sum and total energy of one of these sources, called the Gate Keys, and made of himself a God. But he was a deity with the frail thoughts and desires of a mortal. Friend and foe alike knew him as The Destroyer, and much of that ancient world fell under his control.

The imbalance was too severe to be sustained, a balance had to be achieved and so another mortal was empowered, this time by the second of the Keys. Conflict between the two beings was inevitable, and it was to the benefit of mankind that it was the second who emerged triumphant. The Destroyer's power was broken and split, the body of the enemy imprisoned for countless generations.

For a time the savior, who was named Atlan, shepherded and kept the world in a veritable Golden Age. But his end finally came and the energies of the Second Key, too, was spread about the planet. The forces of these two Keys had been shaped by those who first commanded them, thus villains tend to be sourced from the First, while heroes from the Second.

That's Great But What Does It Mean: This is the origin-source for most mutants, those paranormals who are simply born with their powers. There was a time when good ol' atomic-power and radiation could be called upon to explain away all mutant super-stuff, but then somebody got the bright idea for a mutant villain born before 1945! So here we are. To continue to use the term, these mutants are not a new, evolutionary branch of mankind. They have always existed, they have always been born within the human race, and they rarely breed true. That is to say, generally mutants do not give birth to more mutants. So settle down.

On the other hand, mutant abilities can be traced back down certain family lines. There is a genetic proclivity for attunement with the aforementioned world-wide harmonic. The power manifestation within a family will usually be of a common nature. That is to say, if your hero has the talent to control the weather, chances are that if you go back enough great-greats in the ol' family tree, you'd dig up somebody else who could bring down a little rain.

Barring an unfortunate incident, one empowered by the Gate Keys will also enjoy an extended life span.

Genealogical powers happen so rarely that families are usually pretty clueless that they have that capability. Such records have only been kept by one man over many hundreds of years, but we shall not speak of him here.

The energies of the Keys have become more intense over the last eighty years, as shown by the more dramatic paranormals who have been born. Mankind is reaching a turning point in development. The warping of the Third and Final Key by the one who became the Proprietor accelerated things, and with his defeat and the unleashing of his own energies, the balance of power has been skewed again. And only time will tell the results.

Who Knows About These Keys: Almost nobody. There are references on ancient tablets and arcane tomes. Walking the Earth are those who have lived for many centuries and carry with them many secrets; the oldest of these is still known by many as the Destroyer, and he still seeks rule of the human race.

THE WILDSTRIKE

When the sum and total energy of the Third Gate Key was forced out of the Proprietor it sought containment in the bodies of

the paranormals and other living beings trapped within the great dome. This was the cause of many deaths before the great explosion. With that, the uncontained power was thrust back into the world and erupted around the globe, changing the lives and destinies of many men and women.

This is an opportunity for a split second origin or a sudden modification of a previous paranormal. The abrupt fields of energy caused mutations which altered anyone they touched. In the case of Adder of VIPER, her might was increased tremendously. Others of no prior ability gained an array of powers and abilities of the usual type and manner. However, as mentioned before, some of those affected were changed into the freakish Wildstrickers.

Whereas these have previously been discussed only as gladiators, they can also become involved in street crime and gangs where their powers would be useful and their appearances not quite as damning. Certain corporations and agencies might wish to make use of some of these as special guards or enforcers; and of course others will wish to study them. The life of a Wildstriker is not likely to be pleasant.

ALIEN RACE #1: THE KRAAN

The Straight Dope: You're reading it here, so it must be true. There really was a UFO Crash in 1947! It occurred in New Mexico, well outside any major city, and the government (that's your government!) really did hush the whole thing up. However, this was not specifically to keep secrets from the American People and stop panics and mass hysteria, and so on and so forth. This was done because the whole operation was so poorly handled and basically bungled that they didn't want anyone to know.

It was a while before the authorities really understand what they had in their hands. Theories were all over that it was part of some diabolical commie-plot. Or worse yet, this was some previously unused super-weapon from the diabolical Nazi war-machine, now in the hands of a secret, rumored-to-exist organization bent on creating a Fourth Reich. You gotta admit, it all seemed much more plausible than little space-alien from Mars.

But they aren't from Mars and they aren't so little. The space-faring Kraan had visited Earth from a distant star in a far earlier age. Then their plans of conquest were rebuffed by forces which remain a mystery to their current leaders. Their own civilization had waxed and waned since that time but records of our blue orb were not entirely lost. With the restoration of their own world and government, they turned again to the stars, and again to Earth.

That discovered ship had been a scouting craft sent to Earth to retrieve equipment left behind from the previous visit. As in searches on other worlds, the Kraan hoped to discover lost technologies from their more glorious period. Unfortunately for the crew, they found more than they bargained for and were forced to flee from one of the unleashed terrors, though they did manage to retrieve some of the ancient, scientific marvels. However, their ship sustained damages from the ferocious combat which led to their fateful crash. There were no survivors

How Do I Get MY Hands On Some Of This Stuff: Don't ask the government, that's for sure. Many of the scientists involved in the project had agendas which put them at odds with their official superiors. Having seen the destructive toll of nuclear weapons, some of them felt that such equipment as they had before them was far too dangerous to be in human hands (or at least the military's hands). Others saw opportunity for personal power and glory. Still others really were commie spies or agents of a secret, rumored-to-exist organization.

Suffice to say that pretty much all of the really cool stuff went out backdoors in lunch pails. OK, maybe not. But outsmarting the paranoid and easily manipulatable Col. Harrison Brock, the head of the project, was no tough nut to crack. The operation was plagued with "accidents" and outright acts of sabotage. Almost all were inside jobs. By the time the government replaced Brock with a more capable officer, many people involved with the project had disappeared, and several of those who remained had remarkable packages tucked away in their attics.

The ship itself still exists in a secret hanger and has recently been made operational. And the powers-that-be still don't think anyone else should know about it. Too bad they don't know that the Kraan began popping by for other brief fly-bys starting in the late 1960s, and plan to return real soon.

This is the source of some of the super-science on Earth. Whereas much of it has been incorporated in various super-villainous organizations, other bits of it are still on shelves, moldering, for one reason or another. As in Defender's case, these items wait to be found and put to good use.

But Wait, There's More: Other, space-faring, alien races include the Trephar and Mellanians. The Trephar are an aggressive people with a strong warrior-code. This code is all-encompassing, so much so that it has often stifled their own personal goals and growth as a civilization. When scouts first discovered Earth in our fifteenth century, the planet was considered primitive and "unworthy" of conquest. Our rapid advancement since that time could not have been anticipated by the slowly-developing Trephar.

The motivations of the Mellanians are known only to themselves. They have visited Earth often during the last three hundred years, taking human guise to walk among mankind. They walk among us still.

THE NEW HUMANS

Your Government, Part 2: Well, you know, when nuclear weapons were first created, the authorities weren't exactly sure what effects radiation would have on people. Oh, there were theories that it would eventually kill them, but that was pretty abstract thinking in 1949. Better to collect hard evidence from a few hard rads. And since the soldiers were just sitting there with nothing better to do, why not use the army to monitor the test-explosions of a few nukes from a dangerous proximity and inadequate safety procedures? Sounds good to me, sir!

Generally speaking, this had the obvious effects. Need we say more? OK, however...there were a few fantastic exceptions to all that. There were men and women who had their entire genetic structure changed. Some got their nifty new powers and, in some cases, appropriately grotesque changes in appearance on the spot (or close to it)! One way or another, those guys have been dealt with by now. But others changed in different ways.

Don't Call Me Mutie: Unlike the families who occasionally draw power from the Keys, these people were changed into a new race of beings. They are no longer human in a genetic sense, and their children possess talents and abilities which further distinguish them. These mutated genes are dominant and so if a child is born from union of a human and a mutate (and the successful birthrate is small), it will certainly be of the mutated race. And between themselves, mutates always breed true with very few birth complications.

For the most part, these beings appear human. Those from the first births who were inhuman in appearance, will continue to breed in an inhuman fashion. Therefore, breeding is a problem for them, so this line should die out soon. Hah! Likewise, normal-appearing mutates will have children that look normal, but they will have hidden powers. These are the scary guys.

One ability that is common to all mutates is the recognition of others of their kind and a very basic form of telepathic communication amongst themselves. This creates a frightening union between them, though does not necessarily dictate common goals.

PSIONICS

Your Government, Part 3: The Cold War was really frosty in the early sixties, and the CIA thought it would be useful to have agents with psionic powers. They considered this achievable through the use of drugs. A cadre of dispassionate scientists were willing, nay eager, to experiment on helpless subjects for this little known and highly illegal operation. Project "Mind Alive" was another one of those dirty, little secrets that no one had better talk about.

What now?: Needless to say, at the cost of some hopelessly insane and other downright dead people, they managed to achieve some successes from 1965-68. The net gain for the Guv'ment was predictable. Scientists unscrupulous enough to do this in the first place are unscrupulous enough to turn on you in the second place. Reference the origin of PSI and you'll find out what happened to some of them and their favorite subjects. During that bugout, the others who were, perhaps, more trustworthy still figured that their CIA bosses were pretty unscrupulous too and probably wouldn't accept that they had nothing to do with the other escapees and the trashing of the project. So they took a powder as well, and most of the other now-active psionics went with them.

Not that it was another total loss, a few of the psi-actives did actually become agents for the government. Some of them still are.

The scientists and psionics who escaped were able to create new identities for themselves, and disappeared into the miasma of normal human life. You can bet that certain people in the CIA are still looking for them. Some of the psionics have had kids while some of the scientists have continued forms of their experimentation.



HANNYA ISLAND

Hey Kids, Let's Make Up Our Own Race: OK, let's pick on somebody else's government for a change. During the alliance of the Axis powers during WW2, scientists from Germany and Japan formed an unholy union of dark experimentation which took place on Hannya Island, a small island in Southeast Asia. Originally inhabited, the indigenous people were used as the first test subjects. None survived.

During the remainder of the war, prisoners-of-war and innocent civilians of particularly healthy stock, were regularly shipped to the island. The intent was to carry the successes of Dr. Karl Volgar to their natural conclusions by the creation of a true Super Race. They developed genetic science to an unheard of level, unlocking the secret of DNA and how to manipulate it.

Their quest for a supreme race of warriors led them down many paths. They experimented with animals, plants, and humans, with blasphemous hybrids in between. They ran through a lot of test subjects, killing some and transforming others into idiot monsters. The rejects from their research populated the island; animals, plants and less classifiable things, all unknown to the outside world.

The island itself had little on its surface to attract visitors; steep cliffs guarded most of it from the casual trespasser. Near the center of a natural cove on the ocean side, however, was the entrance to an amazing cave which carried deep into the bowels of the earth. By war's end, all research facilities and personnel had been moved into these buried caverns, and the experiments continued well into the 1960s. The rebellion of Seeker and his disappearance did not destroy the island, though he may have thought that it did. The precise events afterward are unknown, but the few communications from the island to allies in the organizations known as AXIS and Scarlet Dawn ended completely on March 22, 1978. A well-armed task force sent by AXIS one year later was never heard from again.

So What Are These Guys For: The People created by the scientists of Hannya island are your out-and-out inhuman race. And whereas this is where Seeker came from, subjects that look entirely human are very rare indeed. The scientists created them in batches when they felt they were on to a success. Therefore, there are groups who share similar talents and abilities. The People have developed a community beneath the earth and tend to shun the approach of humans.

However, there are some who believe The People have a right to a better life above the earth and are willing to fight and kill for that right. Others believe that peace is possible with the humans. Still others prefer to remain where they are and would ignore the rest of the world. This is a conflict which divides The People, though presently only to a philosophical level. None of them have ever turned with violence on another, and the secret of their existence is considered the most sacred pact of all. Though some have escaped or departed as emissaries, none would ever violate that code.

Plot Turns: As everywhere, things are starting to come to a head. Batches of superior power are beginning to exert their

authority in The Council. Two complete batches have already departed from the caverns, spreading out around the world. Each experimental grouping represents a new and different race, and some are more viable species than others. Devotion to The People is a sacred trust, but dedication to the continuation of one's own group is an all-consuming impulse. Only the human race is unaware that a war of dominance is inevitable.

POWERED ARMOR

The Start-Up: America's Department of Defense set up a program called Operation Super-Shell in 1980 to study the possibility of powered armor as an alternative to a dependency on paranormals. Ties with the Guard created serious setbacks in funding during the next few years, and much of the ground-breaking work was farmed out to private industry. Cal-Web, Sobol Ltd., and the unsavory PanStar have been the major participants in the development of personal combat-suits.

Constantly over-budget and endlessly exceeding the bounds of its operating parameters, the program was officially canceled by 1989. By then, the important heads of the various developmental projects had been identified and offered new employment by a variety of Organizations. The CIA's secret "Black OPS" corp. has several specialists, as do UNTIL, Guard, and VIPER. PanStar and Sobol continue their own research in those areas, both preparing to offer enhanced power-armor for private security uses in the coming year.

Keep The Good Stuff Rare: Assault armor that can spar effectively with a reasonably tough paranormal is very unusual. The technology is generally not there for a small, portable power-source capable of keeping the various, needed weapons charged and ready. Usually when some super-genius achieves a break-through, this results in an unfortunate accident and the prototype disappears. Whether a hero or villain comes out of all that depends on the circumstances.

THE ARTS ARCANE

The Early Days: Magic has always existed in the Champions World. Practitioners routinely performed their studies in secret, however, because in most societies those abilities which set certain individuals above their fellow men were frowned upon. Particularly by those who were already in power and wanted to stay that way. And besides all that Magic was oft-times downright scary. At its nicest, the adept would tap the source of mystical energies present in himself or in things about him and bend those forces to his will. Often the power was drawn from places and beings who were not of this earth. And at its worse, the most dire conjurations drew vitality from demonic presences who dearly wish to extend their control to this world.

Call them overly cautious, the general population has tended to assume that all mages fall into the latter category and are best done away with when found.

Sounds Like These Guys Could Use a Union to Help in the Sharing of Knowledge and General Protection: And

what do you know, from some of the earliest ages of man, they have usually had one or two! The greatest of these developed into the Order known to history as the Knights Templar.

The founding of this Order has often been tied with the earliest stages of the bloody Crusades, but they far predated that period. The truth is simply that it became expedient for the sorcerers to have an organization of armored warriors or knights about them for protection and to help achieve certain goals in the more physical world. Ultimately this led to the creation of an arcane mythology and body of lore to maintain a sense of structure in the following. There were circles within circles leading to the final, inner council of the greatest of the Templar wizards. The Temple spoken of was a body of knowledge and power, both based on this world and in other places beyond.

By the 14th century, the time for the Templars had passed. Excess had tarnished any good reputation the Order had gained, and the various governmental forces were eager to break their more worldly power. The truth of their more spiritual activities was never proven, though accusations of the worship of dark forces had been common enough. Regardless, the continuation of the Temple was no longer convenient for those whose predecessors had created it in the first place. It was allowed to be hounded out of existence.

All external forces aside, the main cause of the Templar's collapse was internal strife. Two factions had emerged, each possessing many of the most learned of the art, who were of greatly differing philosophies. One was more concerned with the advancement of knowledge and the general watching over of Mankind's security. The other felt that their power gave them a right and proper destiny to rule over mankind. They believed that humanity would be best ushered into a greater age by their herding hand, not the subtle prodding of a shepherd's staff.

Nevertheless, this schism did not create much open conflict between the two camps. Then-current political shifts, which they had not been giving adequate attention and weight to, served to create an environment of persecution and danger. This forced all concerned to go deep underground. Continued survival was paramount, these differing issues would have to be settled by, perhaps, a later generation. And so it went.

Magicians Sure Talk A Lot: Excuse me?

Get To The Point: Many generations passed and the controversy of the varying opinions had flowered into more apparent aggressive actions. By the opening of the twentieth century the factions had fully developed into two distinct Orders. The first was known simply as the Lodge, and they continued to maintain a more pacifistic, nurturing view of mankind. The other was the Brotherhood Arcane whose members revel in the acquisition of power and seek to rule the world.

A state of open war was declared in the event known as the Spyre Siege, during the autumn months of the year 1948. The Lodge had uncovered the dire plan of the Brotherhood to create and control a powerful inter-dimensional gateway which would

grant them sway over the creatures of that outer plane. The world, and much more, would then be theirs for the taking. The Master Mages of the Lodge succeeded in thwarting the Brotherhood's goals but the unleashing of so many awesome mystical forces and the power of the Spyre itself has swelled the presence of Magic throughout the world.

The Player's The Thing: Magicians are born with the knack for spell-casting, this is not something that just anyone can learn. Those with this ability are usually noticeable by more learned scholars of the art. One way or another...one side or the other, a new, young wizard is likely to get visitors at some point in his life. The secrets of the Order's true agenda and following will likely remain that for some time; mages love withholding vital information. Sometimes the new adept will be brought into the full Covenant, sometimes he will be taken into a sub-group led by a powerful Master, and other times he will be left on the outside to be guided and manipulated in subtle manner.

Heroes and villains can come from either side, the workings of both Orders involve circles within circles and factions within factions. A good guy could technically be on the wrong side and not know it, and vice versa. The Brotherhood especially is composed of wizards who each considers himself the best candidate for Ruler of the World. You can bet they don't always get along and try to stab each other in the back as much as possible. Why else have they never been able to take over the planet?

CYBORCS AND ROBOTS

When The Human Race Just Isn't Enough: This time the government is off the hook. These babies come from a top-secret (naturally) operation engendered by PanStar, the loathsome megacorp that probably built your hero's VCR. The overall scope of the Cyrus Project (named after its progenitor, Dr. John Cyrus) involved the development of cybernetic enhancements for both industrial and military uses.

As with most of this sort of thing, the staff needed a steady supply of...well, guinea pigs to use as test subjects. Animal rights buffs will be thrilled to know that they didn't waste a bunch of time crafting bionic paws for bunny rabbits. In the earliest stages of the project (circa 1983), this necessitated a transplanting of the staff and appropriate facilities to a country more sensitive to this type of scientific need and a lucrative, industrial contract.

In 1967, the paranormal strongman, Markus Black (aka the Warlord), set about to overthrow the dictatorial government of a small western African nation then-named Mazal. In less than two years he and his forces, with the assistance of Soviet and Cuban advisors, succeeded and replaced the political regime with their own. The country was renamed Marakat and within five years, all pretense of a socialist alliance were finally put to rest. The Warlord had survived all the various attempts at assassination and power struggles, firmly placing himself as the man in charge.

To enhance his power base, the Warlord had made alliances with other more economically-driven governments and corporations.

He dreamed of an African continent united under his control, but his resource-poor nation would not make this easy. His dealings with other powers was always profitable for him, and he would not allow overt exploitation to occur amongst his people. His goals could only be achieved by transforming his country into an economic-business center and he needed an educated, healthy population for that.

Fortunately for the PanStar project (remember it?), there were still plenty of political prisoners and murderers and thieves. Dr. Cyrus and the Warlord liked each other straight-away and formed a very cooperative alliance. The Doctor was enchanted from his very first visit to the homeland of his forebears and soon shared in his friend's dream of making the whole of the continent as One Land and One People. And the fruits of the project could become key to that vision.

Over the next thirteen years the experiments enjoyed a run of successes and disasters. Much of the data and breakthroughs were shared with the executives of PanStar, some of them were not. Given the situation, it was not difficult for a special facility to have been built which conducts research kept secret from the board of the international conglomerate. But keeping secrets from the media is often a more difficult trick.

World Magazine ran a series of articles in 1995 which exposed the Cyrus Project and its more questionable research techniques. The Warlord immediately realized the danger of an erosion to his lofty reputation in Africa and the rest of the world and made quick, bold decisions. A "rebel force" of his own creation began to launch attacks at the PanStar installations at the first breaking of the story. The targets were skillfully made, effectively crippling the corporation's control of the project. Even Dr. Cyrus was reported slain in one of the devastating raids. With the truth of the scandal becoming unsuppressible, PanStar allowed that immediate extraction was the only solution. Outraged by the immoral crimes of certain members of this foreign cartel, the Warlord effectively joined his own rebellion and kicked this branch of PanStar out of the land. Keeping faith with his economic allies, he delayed things enough to allow the various research teams to gather important components of their operation before their evacuation.

The most successful aspects of the project still exist in Marakat through the new company, Harmony-Dawn. The cruder research has mostly been completed and now Dr. Cyrus and his staff (mostly young Marakat scientists who benefited from the Warlord's improvements in national educational programs) are producing results. PanStar too is continuing to develop cybernetics, though back in the United States. They too have moved past the need for less than savory testing methods. In the chaos of the project's abrupt collapse, certain other lead-scientists managed to extract themselves and find employ with other organizations. And test subjects of all manner and degree of success-rate found their way out of the country.

What Can Cybernetics Do For Me: Cyrus' genius created remarkable breakthroughs in the understanding of muscle tissue, the

nervous system, and the brain. It is now possible to enhance such physical attributes as strength, speed and durability through bionics. By manipulation of nerve impulses, a subject can be made quite resistant to pain; and metabolic improvements can be instigated which will dramatically increase healing processes. Increased senses were some of the earliest successes, but the latest and most astonishing discoveries were the potential to cybernetically affect and/or control the mind. These recent developments have created the most troubling moral dilemmas for Cyrus and the Warlord.

STREET MUTATIONS

Better Powers Through Drugs: Mutaphetamine was a drug created in 1973 by Dr. Richfield Franck, previously of Guard, Stronghold, Viper, and most recently, the leader of the Scions of Caine. The drug was designed to control or salve the effects of psychological or physical trauma experienced by some mutant paranormals from their powers. Certain powers have sometimes caused abnormal stress on the mind or body of the user, generally causing painful attacks or violent reactions. This is often caused by a defect in the subject's genetic makeup or some unusual origin to their powers (some paranormals actually tap other-worldly sources for energy), creating occasional seizures or psycho-based traumas.

Mutaphetamine for Fast, Fast Relief: Its curative effects usually last for a period of a month or so, while the side effects fade within one to three days. The drug was first developed while Franck was still in the employ of Guard and has been improved over the years. It usually creates a powerful rush or "high" for the user and has been known to enhance paranormal powers in some cases. It can also induce a temporary, very negative effect on a person's capacity for rational thought, the intensity of which varies based on the individual. The drug has very strong emotionally addictive qualities (you want to get rid of that pain or frightening nightmare), as well as a common physical one. That's the down side for paranormals.

Try Some, It Won't Hurt You: Mutaphetamine first hit the streets in 1985. It was analyzed by certain unscrupulous men of business who determined that it would be relatively cheap to manufacture and sell. Non-paranormals enjoy the same "high" from it, often experiencing an even greater hallucinogenic or euphoric effect. Without fail, the normal user will experience a longer-lasting increase in ability and sensory input, and will usually not suffer manic thought-degradation. Unfortunately for the standard human population, the drug is always addictive and with repeated use, often results in death. That's the down side for normals.

Hey, Get This: It is possible for a non-powered human to experience a permanent genetic alteration through the use of Mutaphetamine. However, no one has been able to determine what common thread causes this to happen. Dr. Franck has only ever been concerned with its use on naturally-born mutants, and there are as yet no real experts on the consequences of normal-use other than that it often leads to death or insanity (from withdrawal). The drug is highly illegal but has still managed to achieve quite a level of popularity in the drug community.

SECRET CIVILIZATIONS

Hot New Vacation Spots: There are four (count 'em, four) distinct societies tucked away in secret pockets about the world. The oldest of these is Samarkan which lies past the Great Door built into the solid stone of a mountain on a small uninhabited island in the Pacific Ocean. This gateway linking our world with Samarkan reopened inexplicably in 1966, after having been closed for generations. It had been explored by the Promethians and records should still exist in their now empty headquarters.

Samarkan is a fantasy-land quite unlike Earth; linked to us by the gate. The people appear human though they are generally much stronger. The land is wild, almost prehistoric, with animals resembling ancient dinosaurs and powerful savage mammals roaming freely. Cities and villages dot the landscape, built mainly of stone and wood. The culture is based on rule of the mightiest. There is a caste system but movement upward through the system is commonly based on ability. Political power derives from strength of arms and magical ability. The physical sciences as we know them do not exist. Without fail, technology from our world becomes skewed in this land, often failing completely. Certain powers of paranormals may be weakened or suppressed completely in this strange land.

Atlantis lies below the ocean where it sank more than six thousand years ago. Descendants of the survivors from that cataclysm can be found in three locations. One is mythic Tangut, hidden in a mystery-shrouded valley of Tibet. Another is Mulung, which can be found beneath a barren swampland in Eastern Africa. And the third is Atlantis itself, held by the sons and daughters of those who managed to use their mystic powers to adapt themselves to life under the sea.

Strangers In A Strange Land: All of these cultures had been discovered by super-heroes during the last thirty years, but the secrets of their existence were never shared with general society. Following the Proprietor War, many of these heroes no longer exist, but those who dwell in these lands still know that they cannot remain hidden for much longer from the eyes of mankind. Good and Evil Visitors from all of these lands will soon be popping up so that they can have a greater understanding of humanity and better secure their place on the planet.

MYSTIC FOCI

Swords Of Power, Stuff Like That: As you can see from reading all of the above, a lot has gone on in the world's history, what with secret societies, magic, hidden cities, and so on. The two-fisted archaeologists and adventurers of Quest Research are always on the prowl for new discoveries, digging up the world's secrets. This often involves the acquiring of ancient artifacts which can be sources of power and origins and plot lines for heroes and villains alike.

ORIGIN PATH

ORIGIN LIFEPATH

So you're a Superhero? But how did you get these Powers and Abilities? That's where Origin Path comes in. With Origin Path, you can roll the dice as indicated or pick from the following tables in order to put together an origin for your character's powers and abilities. Write down the results from each table; this gives you a bare outline of where the character's powers originated; the player (perhaps working with the GM) should create a complete origin story based on the information from the tables. For an especially interesting origin, try rolling through these tables twice and combining the origins. Many characters may have abilities derived from more than one source.

The GM should work the origin into the campaign's continuity and history. Look for ways to relate each character's origin to other characters and to villains. The GM may want to keep some or all of this information a secret, to be revealed in the course of adventuring.

Take the results from these tables and weave them together into a story that explains your character's background and origin. These should suggest the character's powers, skills, and especially Complications. The GM can help by suggesting connections to people and events in the campaign (or the GM may want to keep some of these secret from the player for a surprising plot twist later). Refer to the Origins section (pages 104-109) for more detail on some of these origins.

Most characters with a number of Skills (particularly Martial Artists and Gadgeteers) will want to roll on the Training Origin Table to find out where they learned their Skills, if it's not already apparent from the rest of their Origin results.







1 START WITH A CHARACTER TYPE (roll 2D6)

These general character types contain all of the standard comic book archetypes. Many characters are a combination of types; usually they'll have one Major (about 2/3 of their Power Points) and one Minor (about 1/3 of their Power Points) if they do combine two types. Most well-rounded characters should have some offensive ability (which may be Strength or Martial Arts), some defensive ability (which may be high Stun Defense, or high Stun or Hits, or a high Dexterity, or defensive powers, or some combination of those), and some movement ability (though this may be the team's vehicle). Remember, though, that all player characters must follow the Rule of X (see page 137 for details).

ROLL CHARACTER TYPE AND POWER SOURCE

- 2 **Mentalist:** Specializes in mental powers and related powers. Often fairly normal physically, usually with a high Will. Usually Psionics Special Effects (SFX). **ROLL ON POWER SOURCE TABLE**
- 3 **Shapechanger:** This is a broad category that includes growing, shrinking, density increase, or any change in shape or form that's the main source of powers. Often specializes in high stats; sometimes unusual powers like Adjustment Powers. Often combined with another type like Brick. Commonly Biochemical or Kinetic SFX, sometimes others. **ROLL ON POWER SOURCE TABLE**
- 4 **Gadgeteer:** Specializes in using equipment as powers. Often has a wide range of powers bought as gadgets, perhaps not very high physical stats. Many different SFX, usually not Gate Key Power, Magic, or Psionics. Gadgets are bought as a Complication. **TECHNOLOGY; ROLL ON POWER DEVELOPMENT TABLE**
- 5 **Powered Armor:** Wears an armored suit with built-in gadgets to generate powers. Could be a Brick or an Energy Projector by using the suit powers. Many different SFX, usually not Gate Key Power, Magic, or Psionics. Suit is bought as a Complication. **TECHNOLOGY; ROLL ON POWER DEVELOPMENT TABLE**
- 6 **Martial Artist:** A warrior specializing in fighting skills, often with a high REF and DEX. Usually specializes in skills with few powers; sometimes trades Power Points in for Option Points. **ROLL ON MARTIAL ARTIST TYPE TABLE**
- 7 **Brick:** Specializes in high STR, usually high defenses and physical stats. Sometimes ends up exchanging Power Points for more Characteristic Points. **ROLL ON POWER SOURCE TABLE**
- 8 **Energy Projector:** Specializes in energy blasts of various types; often has Flight, sometimes Force Field. All types of SFX. **ROLL ON POWER SOURCE TABLE**
- 9 **Super Mage:** Specializes in magic, which can cover almost any power or ability. Usually not very high physical stats, but often high mental stats. Often Magic SFX, but can easily generate SFX of any type. **MAGIC; SEE MAGIC ORIGIN**
- 10 **Speedster:** Specializes in movement powers and associated attacks and defenses. Often has a high DEX, sometimes a high REF and SPD rating. Usually Kinetic SFX. **ROLL ON POWER SOURCE TABLE**
- 11 **Weird:** All sorts of strange and unclassifiable collections of powers and other abilities. Often not a well-rounded character, depending on the rest of the team in some circumstances. Any SFX possible. **ROLL ON POWER SOURCE TABLE**
- 12 Roll twice and add types

Power Source (roll 2D6)

- | | | |
|--|---|---|
| Roll | Power Source |  |
| 2 | Gate Key: (Direct Usage) | |
|  | Uses a Gate Key directly (via some hyperdimensional tap, usually) as the source of powers. Very rare, very powerful, and very dangerous, as this attracts the attention of entities such as Dr. Destroyer. | |
| 3-4 | Psionics: Powers of the mind, which can be from a variety of sources. Roll 2D6 +1 on the POWER TYPE TABLE (13 counts as a 12 result) then come back here to find the type of Psionic powers. For inherent powers, use the Inherent Psionics Origin Table to find the origin. For equipment or acquired powers, use the Power Development Table and then the Acquired Psionics Origin Table to find the origin. | |
| | Roll 2D6 | Inherent Psionics Origin |
| | 2-7 | Mutant: Roll on Mutant Origin Table |
| | 8-10 | Non-human: Roll on Non-human Origin Table |
| | 11-12 | Other: Inherited from some family bloodline, or GM invents a source |
| | Roll 2D6 | ACQUIRED PSIONICS ORIGIN |
| | 2-4 | Unusual: Roll on Power Source Table, ignore Psionics results |
|  | 5-6 | Project Mind Alive: May Have Hunted Complication |
|  | 7-8 | PSI: May have Hunted Complication |
|  | 9 | Mutaphetamine: May have Vulnerability Complication |
|  | 10 | Wildstrike: May have Distinctive Looks Complication |
| | 11 | Other: GM or player invents new origin |
| | 12 | Other: (Create a new Source or use Psionics) |
| 5-6 | Magic: Roll on Power Type Table | |
| 7 | Non-human: Roll on Power Type Table | |
| 8 | Mutant: [Inherent Powers] Roll on Campaign Origin Table | |
| 9-10 | Technology: [Equipment] Roll on Power Development Table | |
| 11 | Altered: [Acquired Powers] Roll on Power Development Table | |
| 12 | Other: Roll twice and combine sources | |

ORIGIN PATH



Magic Origin

Roll on the Power Type Table and then refer to the list below with your results.

Magic Equipment: Roll 1D6+5 on Power Development Table; Roll on Origin Table

Inherent Magic: Roll on Origin Table to learn from where

Acquired Magic: Roll on Power Development Table;

Created = Self-taught; Roll on Magic Origin table to learn from where.

MAGIC ORIGIN TABLE

- 2D6 Origin**
- 2-5 **Extra-dimensional:** The Shadow Realm or other
 - 6-7 **The Lodge:** Possible dependent NPC, Hunted Complications
 - 8-9 **The Brotherhood Arcane:** Possible Hunted Complication
 - 10-11 **Hidden places:** Roll 1D6 — 1-2 Tangut, 3-4 Mulung, 5-6 Samarkan
 - 12 **Other:** GM makes up new origin, or roll twice and add

Technology Origin

2D6 Origin
2-4 **Lone inventor:** Could be a normal or a paranormal inventor.

5-6 **VIPER:** GM decides which base, other circumstances.

7 **Odyssey Research:** GM decides where and why

8-9 **UNTIL:** GM decides which base, other circumstances.

10 **PanStar:** GM decides where and why

11 **Secret government project:** GM decides which gov't, which project.

12 **Other:** GM makes up new origin, or roll twice and combine types

Training Origin

2D6 Origin
2-4 **Self-taught:** Learned from a variety of sources, mostly self-guided.

5-6 **Mentor:** Learned from one person; possible Dependent Complication.

7-9 **Organization:** Roll on appropriate Origin Table to find out which.

10-11 **Government:** GM decides where and why.

12 **Other:** GM makes up new origin, or roll twice and combine types

Power Type

Does the power come from equipment, is the power inherent in the character, or did the character develop the power somehow?

POWER TYPE TABLE

2D6	Power Type	Result
2-5	Equipment:	Roll on Power Development Table
6-9	Inherent:	Roll on appropriate Origin Table
10-12	Acquired:	Roll on Power Development Table

Power Development

How did the character first acquire the power?

2D6	Power/Equipment Was
2-5	Self-created: Invented by character; should have necessary skills
6-8	Imbued/Given: Roll on appropriate Origin Table to find benefactor
9-10	Accidental/Found: Roll on appropriate Origin Table to find source
11-12	Stolen: Roll on appropriate Origin Table to find source.

Martial Artist Type

2D6	TYPE
2-4	Natural: Ability from within; roll on Nonhuman or Altered Origin Table.
5-6	Power: Has some powers; roll on Power Source Table.
7-8	Classic: Pure skill and human ability; physical and combat stats high.
9-11	Weapon: Uses a weapon (with power); roll on Power Development Table
12	Other: GM makes up new type, or roll twice and combine 2 types

Nonhuman Origin

2D6 Origin
2-4 **Artificial:** Robot or android. Roll on Technology Origin Table to find source.

5-6 **Other Alien:** Trephaan, Mellanian, or GM invents an alien race

7-9 **Kraan:** Usually connected with the 1947 saucer crash.

10-11 **Extra-dimensional:** The Shadow Realm or other (GM choice).

12 **Other:** GM makes up new origin, or roll twice and add types



Altered Human Origin

2D6 Origin
2-3 **Marakat/Harmony-Dawn:** GM decides where and when; possible Hunted.

4-6 **Hannya Island:** Possible Hunted, Distinctive Looks.

7-8 **VIPER:** GM decides where and when; Possible Hunted.

9-10 **Wildstrike:** Usually has Distinctive Looks.

11 **Mutaphetamine:** Possible Vulnerability.

12 **Other:** GM makes up new origin, or roll twice and combine types

Now that you have your Basic Lifepath History and the Origin of your Superhuman Powers, let's put some numerical meat on the bones of your Concept with some Characteristics!

CHARACTERISTICS

Characteristics (also called *Stats*) are **NUMBERS** that describe your character's ability as compared to everyone else in the universe. All people and creatures can be described (or *written up*) using Characteristics; this lets you compare one person to another, which is often important in the game. For instance, a person with a Strength Characteristic of 5 is stronger than a person with a Strength Characteristic of 4, but not as strong as a person with a Strength Characteristic of 6.

1 WHAT THE NUMBERS MEAN

Characteristics define the basic structure of a character, and the numbers show how good a Characteristic is relative to other people. But before we can go on to actually constructing that character, we'll need to know something about the type of character it will be. Is he an everyman who finds himself suddenly catapulted into a life of adventure? Is he a seasoned veteran who is trained to face danger without flinching? Is he an idealistic crimefighter granted strange superhuman abilities that have allowed him to fight against Evil? And what numbers best represent a character?

Here's a handy set of descriptions that can be applied to numbers for each Characteristic. We've also included descriptions for **Skills** as well, to give a total perspective of character scale.

VALUE	LABEL	CHARACTERISTIC	SKILL
LESS THAN 1	CHALLENGED	Everyday tasks involving this Characteristic are difficult. This value is found in children, elderly people, or those weakened by illness or infirmity.	You don't know how to do this task at all.
1-2	EVERYDAY	Many ordinary people around the world are likely to have some Characteristics at this value. It's enough to get by on and to do most things (though not very unusual or stressful tasks).	You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
3-4	COMPETENT	You are competent at everyday tasks involving this Characteristic. Most healthy adults have some Characteristics that fall into this range. This is the realm of everyday "heroes" such as policemen, firemen, paramedics, technicians, etc.	You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
5-6	HEROIC	You are much better than ordinary. A born athlete, a top-notch scientist, an elite soldier might have one or more Characteristics in this range. This is the realm of professional mercenaries, top soldiers, special police, scientists, and TV heroes.	You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
7-8	INCREDIBLE	You are extremely capable in this area, among the very best in the world; an Olympic athlete, Nobel-winning scientist, a 10th dan martial artist might have a Characteristic in this range. This is also the realm of kung fu heroes, action movie cops, and other not-quite-impossible people.	A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
9-10	LEGENDARY	This is a level that only a few ever reach; it's simply the best a human can possibly be. This is the realm of super martial artists like Jackie Chan, geniuses like Einstein, or action movie stars with a big effects budget and a lot of stunt men.	A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.
MORE THAN 10	SUPERHEROIC	At this point, your Characteristic value means that you have crossed into the realm of the superhuman. Your capability in this area is unbelievable to normal humans. A Characteristic at this level is found in comic books, science fiction, fantasy, or mythology.	Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

These value ranges may overlap some, particularly at the lower end of the range. Normal people often have values of 1 to 4, for instance. Usually 7 is the value where the real world stops and where fiction begins to take over. Note also that many characters will have Characteristics and Skills in a wide range of values. Even a superhero may have most Characteristics in the Competent to Heroic range, with only a few being Superheroic or Legendary. Characters in heroic campaigns may have one or two Characteristics in the Incredible range, and the rest Competent or Heroic. Most characters have some abilities they perform better than others; it's rare to have someone with the same Characteristic values across the board.

2 CAMPAIGN REALITY LEVELS

One of the advantages of Fuzion's various Dials, Switches and Plug-ins is that it allows Referees to "custom tailor" the reality level of their campaigns.

One way to do this is to place implicit maximum levels on character Characteristics. Another way is to use a Dial to alter the "reality level" of majority of the campaign; for instance, in a Superheroic setting, it may be common for people to lift a ton and dodge machinegun bullets, but in Everyday life, you'd better dial that Strength way down and the accuracy of Uzis way up.

Here's a few examples of campaign reality levels:

EVERYDAY [REALISTIC] • CHARACTERISTIC MAX 7

This is reality on the mundane side. People here are generally out of shape, unremarkable, and not super bright, but they get along in everyday life just fine. At this level, adventure is something that happens to others; your idea of action is visiting Denny's at midnight.

COMPETENT [SEMI-REALISTIC.] • CHARACTERISTIC MAX 7

This a reality many of us live in; the closest thing to a hero is a good cop, fireman, soldier, or other dedicated citizen. Campaigns in this kind of reality rarely if ever encounter supernatural powers or feats; a bank robbery would be a *lot* of excitement at this reality level.

HEROIC [ELITE, TV SHOW] • CHARACTERISTIC MAX 7

This is the reality that only a few of us live in—Green Beret combat specialists, SWAT team members, FBI agents and spies. Most people in this kind of campaign are equivalent to the TV heroes; better looking, more competent, and with stuntmen. A typical adventure at this reality level would be a drug sting, a hostage rescue, or a rugged trip into the jungle.

INCREDIBLE [OLYMPICS, MOVIES] • CHARACTERISTIC MAX 9

Save for the feats of Olympic athletes, gorgeous supermodels, top sports stars, world leaders, and Nobel Prize winners, you have now left reality altogether. This is also the realm of low budget action films; where the heroes battle international gangsters and invading aliens. Typical Incredible reality adventures are much like Heroic ones, but with bigger weapons and world-spanning plots.

LEGENDARY [ACTION BLOCKBUSTER] • CHARACTERISTIC MAX 10

This is the realm of Hollywood blockbusters, where characters fight aliens on top of helicopters and save the world regularly. Most "animé heroes" or "realistic" superheroic campaigns fall into this reality; you probably won't ever find "real people" at this level, unless they are Albert Einstein, Carl Lewis, or Helen of Troy.

SUPERHEROIC [COMIC BOOKS, MYTHS] • NO LIMIT

This is the reality level of most four color comics or mythology. Superpowers or superhuman skills are common, and adventurers regularly save entire Galactic Empires and thwart demigods.

CHARACTERISTICS

FUZION GAME TERMS AND DEFINITIONS

No matter what level of Fuzion you will be using, you will encounter the following definitions and terms:

ACTION VALUE [AV]: The total of a Characteristic and a Skill. Also known as an **Attack Value**.

ACTION TOTAL [AT]: The total of your Action Value plus a die roll. Also known as an **Attack Total**.

ATTACK ROLL: Rolling dice and adding them to your Attack (or Action) Value to determine whether or not you succeeded.

CHARACTERISTIC (AKA STAT): A number that shows your character's ability in an area, compared to everybody else. Characteristics determine how strong, smart or agile the character naturally is. The higher the number, the more powerful the characteristic. *Example: Strength is a Characteristic; Strength 8 is stronger than Strength 3.*

CHARACTERISTIC POINTS [CP]: These are used to buy the basic Characteristics of the character.

CAMPAIGN OPTIONS: These are Skills, Talents, Traits, or Equipment with which characters can fight, protect themselves and generally adventure. These may also include Powers and abilities beyond those of mortal men.

COMPLICATIONS: Situations, Campaign Elements, or personal limitations that enhance the roleplaying aspect of the character, generated as part of the Lifepath process (below). Some problems are external; enemies or physical liabilities; others are internal qualities of the character; these can be good, bad or mixed.

DICE: Throughout Fuzion, three standard six-sided die (plural: dice) is used as the default. As an option, the GM can decide to use a 10-sided die for task Resolution rolls (instead of the 3 6-sided dice), but 6-sided dice are always used for damage.

DIFFICULTY VALUE [DV]: The number you need to meet or beat in order to succeed at a task. Also known as a **Defense Value** when comprised of a Characteristic plus a Skill.

ENERGY DEFENSE [ED]: Your ability to shrug off energy-based attacks, measured as an "armor" that reduces this kind of Stun damage.

GAMEMASTER [GM]: The person who runs the Fuzion game, playing the parts of all characters not taken by the Players.

HITS: An arbitrary measure of "life energy". When you have lost all your Hits, you are dying.

KILLING DEFENSE [KD]: Armor. Also the ability to shrug off all types of Killing damage. Usually subtracted from the amount done.

KILLS: A larger scale of damage used when attacking military (or huge) vehicles and structures. Things that do damage in Hits or SDP cannot damage things with Kills.

KILLING DAMAGE: Physical, deadly wounds, subtracted from your Hits.

NPC: A **Non-Player Character** portrayed by the GM.

OPTION POINTS [OP]: These are points used to buy the "stuff" the character owns, knows or can do, such as Skills, Talents, Perks, or Powers.

PERK: A useful privilege or contact a character has special access to.

POWER: An innate, superhuman ability that cannot usually be learned or taught, usually quite powerful. An example might be the ability to fly or fire bolts of energy. Purchased from a separate pool of Power Points.

SKILL: An ability that can be learned or taught, such as playing an instrument or using a weapon.

STRUCTURAL DAMAGE POINTS [SDP]: Damage to structures and vehicles

STUN POINTS: A measure of consciousness or awareness. When your Stun Points are at 0, you are unconscious.

STUN DAMAGE: Shocks to your consciousness, subtracted from Stun.

STUN DEFENSE [SD]: Your ability to shrug off shocks to your consciousness, measured as an "armor" that reduces Stun damage.

TALENT: An innate ability, (but not necessarily superhuman) that can't be learned or taught; i.e., a bump of direction or ability to see in the dark.

TASK: A thing that you do, such as picking a lock or firing a gun. Any use of a Skill or any Attack is a Task. See Task Resolution.

TASK RESOLUTION: The way you figure out whether or not you succeed at a task you attempt, in Fuzion.

3 PRIMARY vs DERIVED CHARACTERISTICS

There are two kinds of Characteristics in Fuzion. **Primary Characteristics** are "bought", using a pool of points which we'll discuss below. A good example of a Primary Characteristic would be a character's BODY characteristic, used to judge how tough he is. **Derived Characteristics** are created by applying a simple mathematical formula to a specific Characteristic. A good example of a Derived Characteristic would be a character's STUN, which is figured by multiplying his BODY by 5.

Both Primary and Derived Characteristics will vary from campaign to campaign, so for right now, we'll just discuss the basic method of buying characteristics in all cases.

4 CHARACTERISTIC POINTS: The Power to Buy

The power to buy your Primary Characteristics comes from a pool of points called **Characteristic Points (CP)**, given to you by the GM when you make your character.

But how do you determine that value? The best option is for the GM to multiply the number of Primary Characteristics by the average value the GM wants the characters to have; this will give you the starting Characteristic Points for the campaign.

Example: In a Fuzion campaign with 10 Primary Characteristics, the GM wants to have Heroic characters; he gives them (10 x 5 = 50) Points.

Referees should consider this simple guideline to determine the number of Characteristic Points to give beginning characters:

CAMPAIGN STYLE	PTS. PER CHARACTERISTIC
<input type="checkbox"/> EVERYDAY [REALISTIC]	1-2 PTS.
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	3-4 PTS.
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	5-6 PTS.
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	7-8 PTS.
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	9-10 PTS.
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	10+ PTS.

5 BUYING CHARACTERISTICS

Primary Characteristics are purchased at a ratio of 1 Characteristic Point [CP] for one level of ability. *Example: I want to have a Strength of 5. I pay 5 CP.* You must put at least one Characteristic Point in each Characteristic; the maximum level you can buy in any one Characteristic is normally 7-8 for a normal human; however, if you are creating a Superhuman (or your GM allows it), you can put as many points into a single Characteristic you want.. The GM may also set his own limits on the value of any or all Characteristics.

Now that you've got the basics down, it's time to put what you've learned to work by making a character of your own, starting on Page 114!



PRIMARY CHARACTERISTICS

Now that you have an idea of what the Characteristic and Skill ranges are for different kinds of characters, it's time to actually construct one. Total Fuzion's flexible structure allows you to build a character with lots of depth and fine tuning, as well as giving you the ability to add new Characteristics or remove them as a campaign demands.

TYPICAL PRIMARY CHARACTERISTICS

1 In a typical Total Fuzion campaign, characters will have 10 Primary Characteristics, arranged into four groups:

MENTAL GROUP

- ① **Intelligence (INT):** How generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent until you hit 1.
- ② **Willpower (WILL):** Your determination and ability to face danger and/or stress. This Characteristic represents your courage and cool.
- ③ **Presence (PRE):** Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

COMBAT GROUP

- ④ **Technique (TECH):** Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.
- ⑤ **Reflexes (REF):** Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Characteristic. Most importantly, this is the Characteristic that shows your chance to hit things.
- ⑥ **Dexterity (DEX):** Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Characteristic is used to avoid being hit.

PHYSICAL GROUP

- ⑦ **Constitution (CON):** How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!
- ⑧ **Strength (STR):** Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.
- ⑨ **Body (BODY):** Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure or other qualities. How much damage you can take is derived from this.

MOVEMENT GROUP

- ⑩ **Movement (MOVE):** Your speed of movement; running, leaping, swimming, etc. There is only one Primary Characteristic in this group; the rest are Derived (pg. 115)

CREATING A CHARACTER

2 To create a Fuzion character, you'll need some **CHARACTERISTIC POINTS** (pg. 113 sec 4). Primary Characteristics are purchased at a ratio of 1 Characteristic Points [CP] for one level of ability in the Characteristic. **You must put at least one Point in each Characteristic.** In general, the maximum amount you can put in any one Characteristic will be 8 for humans; however, if you are creating an alien or other superhuman (or your GM allows it), you can put as many points into a Characteristic as you want.

NAME: _____
 PLAYER: _____

VALUE	CHARACTERISTIC	PTS
1	INT=[INT ÷3]	
2	WILL=[EGO ÷3]	
3	PRE=[PRE ÷3]	
4	TECH=[(DEX+INT) ÷6]	
5	REF=OCV	
6	DEX=[DEX ÷3]	
7	CON=[(PD+ED)÷4]	
8	STR=[STR ÷3]* <small>*SUPER=STR+5</small>	
9	BODY=[STUN ÷5]	
10	MOVE=INCHES ÷1.5	

Above: Here's a typical Primary Characteristic sheet.

PLAYER: _____

VALUE	CHARACTERISTIC	PTS
8	INT=[INT ÷3]	
3	WILL=[EGO ÷3]	
6	PRE=[PRE ÷3]	
6	TECH=[(DEX+INT) ÷6]	
8	REF=OCV	
7	DEX=[DEX ÷3]	
6	CON=[(PD+ED)÷4]	
7	STR=[STR ÷3]* <small>*SUPER=STR+5</small>	
5	BODY=[STUN ÷5]	
4	MOVE=INCHES ÷1.5	
	SD=[CON x2]	RUN [MOVEx2]

Above: Steve is in a Heroic campaign with 10 Primary Characteristics. He gets 10x6=60 points. The above example shows how he allocates those points to create his character.



Key Idea: Adding/Removing Characteristics

Fuzion's design allows Referees to change, add, or remove Characteristics for your individual campaigns. All you have to do is create the new Characteristic, assign it to one of the four groups and grant the player points for it based on the average level for Characteristics in the game. *Example: in a Heroic campaign, the average pt. range is 5-6 points per Characteristic. To add a new Characteristic, you'll give your players 5-6 extra points and allow them to rearrange them as desired throughout the whole group.*

Referees should always emphasize the importance of all Characteristics in their Campaigns (since the cost will be the same anyway). Don't let your players get away with just having good combat abilities; make them deal with problems too!

DERIVED CHARACTERISTICS

		MOVE=INCHES ÷1.5			
3	12	SD=[CON x2]	8	RUN [MOVEx2] 5	
	12	ED=[CON x2]	12	SPRINT [MOVEx3]	
	4	SPD=[REF÷2]	4	SWIM [MOVEx1]	
4	13	REC=[STR+CON]	4	LEAP [MOVEx1]	
	60	END=[CON x10]		RESISTANCE [WILLx3]	
1	25	STUN=[BODY x5]			Pts SKILL
2	25	HITS=[BODY x5]			

Above: Derived Characteristics for Steve's Character Sheet (see previous page).

3 DERIVED CHARACTERISTICS

Derived Characteristics are characteristics that are created by performing some kind of simple mathematical operation on a character's already existing Primary Characteristics.

The following Derived Characteristics are common to most Fuzion campaigns. If your character does not have the exact Primary Characteristic the Derived Characteristic comes from, you can either use the Characteristic's group value or a one determined by the GM of your campaign:

① **Stun [BODYx 5]:** How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. **IMPORTANT:** At the start, you may elect to move points from

Stun into Hits or vice versa, as long as the total moved is limited to 1/2 of the starting Stun Value. *Example: with 35 Stun and 35 Hits, I could move up to 17 points from Stun into my Hits or up to 17 points from Hits into my Stun.*

② **Hits [BODY x 5]:** How much killing damage you can take before you are dying. Any Armor you have may be subtracted from any Killing damage you take. You may move Hit points into Stun and vice versa (see above).

③ **Stun Defense (aka SD) [CON x 2]:** How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

④ **Recovery (REC) [STR+CON]:** This Characteristic determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many Hits back for each day of medical attention.

⑤ **Run (aka Combat Move) [MOVE x 2m], Sprint (aka Non-combat Move) [Move x 3m], Swim [MOVE x 1m], Leap [MOVE x 1m]:** How far the character runs (at a rate allowing dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.

4 OPTIONAL DERIVED CHARACTERISTICS

Optional Derived Characteristics are Characteristics that may not be present in every Fuzion campaign. In an Old West campaign, for example, you may not ever need to have a Derived Characteristic for defense against lasers. But because these are derived from Primary Characteristics, you can always generate an Optional Derived Characteristic when you need one, allowing you to transfer characters between genres. Although these will vary from campaign to campaign, a few typical Optional Derived Characteristics are:

Luck [INT+REF]: Fate acting on your behalf. Each game session you may take points from this Derived Characteristic and use them in other places; to add to important die rolls or subtract from damage. When you have used up all of these points, they are gone until the next game session. You've "run out of Luck."

Endurance (END) [CON x 10]: This Characteristic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like a superpower or talent). It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1-2 points of effect, 1 minute or hour of time (or 1 point of "power" used) spends 1 END point. END returns whenever you take a Recover Action (pg. 154), which restores as much END as your REC (see above).

Energy Defense (ED) [CON x 2]: How resistant you are to damage from lasers, electricity, force beams, and other "energy-based" threats. Calculated as points that are subtracted from "energy" damage only. ED is calculated from the same Primary Characteristic as SD; you can elect to move points from one to the other when you create the character (not afterwards!). The amount you can move may not be greater than one half the starting value. *Example: With a CON of 6, I have 12 Energy Defense and 12 Stun Defense. I decide to beef up my SD at the cost of my ED, moving up to a max of 6 points from from one to the other.*

Speed (SPD) [1/2 of REF]: This Characteristic is used to measure a character's reactions. Speed can be used to determine either when you move during the course of action, or how many things you can do in a specific time period (especially when using an optional Speed table such as the one used in *Champions*, 4th edition).

Resistance (RES) [WILLx3]: Your ability to resist mental or psychological attacks or stress; basically your mental "Hits".

Humanity (HUM) [PRE x10]: Your basic morality and humanity. Used often in games where the character faces dehumanization, extreme horror or the unearthly. This Derived Characteristic loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, gaining unearthly powers that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Characteristic, a corresponding one point is lost from your Presence Characteristic; when it is reduced to 0, the character becomes technically insane and his actions are taken over by the GM to reflect this.

Deriving allows Referees to create new Characteristics on the fly, leaving their original Characteristics unchanged. This means as you move characters between Fuzion campaigns, you'll find it easy to both create and generate new Derived Characteristics, even if you didn't have them to begin with.

5 Increasing or Decreasing Characteristics (Primary or Derived)

Characteristics generally may not be increased or decreased directly. However, certain Talents or Powers that may or may not be available in your campaign setting may allow you to increase a Characteristic, either temporarily or permanently. Certain Complications may also decrease a Characteristic. Or, as last resort, you may attempt to convince your GM to allow you to use Option Points (pg. 117) in increase a Characteristic at a ratio of **five OP** for every point of Characteristic increase.

CAMPAIGN OPTIONS



1 CAMPAIGN OPTIONS

In any campaign, characters will need to get the basic Skills, Talents, & Perks and Equipment with which to fight, protect themselves, and generally adventure. These CAMPAIGN OPTIONS are usually specific to a style or genre of game; what works in a science fiction adventure from the far future would be mind-bendingly out of place in a medieval fantasy setting. The precise list of campaign options available in a particular campaign will always vary according to each GM's decisions. But as a general rule, they all break down into Skills, Talents, & Perks, Equipment, and Powers; all of which are purchased using Campaign Option Points [OP].

When starting a new character; everything he/she owns or knows is purchased with OPTION POINTS (OP). Why is this? The main reason is that it allows players to accurately scale characters; everything costs Option Points, and you know what you're getting in relation to something else. This also makes it harder for players to create characters who are unfair or unbalanced in relationship to other characters; as long as you have similar levels of Option Points, you know that any two characters will be relatively similar in terms of what they have, know or can do. Option Points are given to Players by the GM at the start of character creation (still more points will come from Complications and experience awards).

2 OPTION POINTS

The following point values are merely guidelines based on the style of the campaign. Individual campaigns may have very different numbers.

CAMPAIGN STYLE	OPTION POINTS
<input type="checkbox"/> EVERYDAY [REALISTIC]	20-30
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	30-40
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	40-50
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	50-60
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	60-70
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	70-100

After character creation, all remaining Option Points can be converted to money units on a 100 money units to 1 OP basis (whether gold, credits eurobucks, yen, zolotnies, whatever).

3 Trading Option Points for Characteristic Points (Primary or Derived)

Option Points are not normally interchangeable with Characteristic Points (which are used only to buy Characteristics) However, in certain situations (such as superheroic games or where a character has undergone some sweeping or fundamental change), you can use Option Points to raise a Characteristic at a ratio of five Option Points to one Characteristic Point. These improvements must be granted by the GM of the particular game you are in.

4 Inherent Options, Gadgets, & Bought Options

Inherent options are things that are part of the character; they are as much a part of him as his Characteristics. They cannot be taken from him (under most circumstances), but they also cannot be used by anyone else. Inherent items usually include Skills, Talents, Perks and (where applicable) Powers, and are always purchased with Option Points.

In contrast, a Gadget (sometimes called a Focus) is something that is bought with Option Points just like a Power or Skill, but is a distinct, separate thing from the person that created it. This allows it to be used by others, but also means it can be destroyed or otherwise taken away. When this happens, the points used to construct the Gadget are not lost per se, but the Gadget must be then re-acquired or rebuilt via roleplaying. (A quest for a lost Gadget is a gold mine for any enterprising GM!). Good examples of Gadgets are magical items, special weapons, or superpowered equipment that is integral to the character (like a utility belt, armor suit or power source).

Bought Options are things that can be constructed and paid for in money. Bought items most often include vehicles and equipment. Unlike Inherent options, bought options can be used by others. They can also be destroyed or taken away from a character and must be replaced by using money or new Option Points gained through Experience (pg.138).



5 Buying Powers with Power Points (PP)

Because Powers (pg.126) can inherently unbalance most games, you should provide players in superheroic or magical settings with a separate pool of Points just for buying initial Powers. This not only gives the GM a better handle on controlling the effects of Powers on his game, but also makes it easier to improve these Powers by adding new points to this separate pool.

Important: If allowing players to put extra Option Points into this separate point group, remember that 5 OP= 1 Power Point.

Can't Find the Power You Want?

Maybe you're looking in the wrong place. Many superheroic Powers are actually superhuman Characteristics instead. If you really want to build a guy with a STR of 25, get your GM's permission to exchange some of your Power or Option Points for Characteristic Points. Power points interchange with Characteristics on a 1 to 1 basis; Option Points on a 5 to 1 basis.

Not Enough Power Points?

With the permission of the GM, you can add Option Points to your Power pool at a ratio of five Option Points to one Power Point.

6 Buying Complex Things with Power Points

While Option Points can be translated into money with which to buy equipment, complex things (like vehicles) can also be rated in points independent of their monetary value. After all, a tractor might cost \$50,000, but how useful would it be to your character? It's not worth 500 OP, that's for sure!

For this reason, most vehicles, mecha and large weapons in FUZION will have a Power Point value listed separate from their monetary cost, based on the same 5 to 1 ratio used to buy Powers (above) So if a GM wants his players to buy their own Big Hardware, he should make sure to give them an extra 100~150 OP to play with!

COMPLICATIONS

One way to get more Option Points when creating a character is to take on a few Complications—social, mental, physical, or emotional situations/problems that define and enhance your character; they can also be linked to various Lifepath events [pg. 102-103] to add to a character's background. Complications will vary depending on the campaign. The Value of a Complication is based on its Frequency, Intensity and Importance:

1 FREQUENCY

Just how often does your problem impact your life? The answer is the problem's **Frequency**; how often the GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications:

FREQUENCY	VALUE	GUIDELINE
INFREQUENTLY	5	Once every few gaming sessions
FREQUENTLY	10	Once every gaming session
CONSTANTLY	15	More than once every gaming session

2 INTENSITY

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating written in parenthesis () right after it, but we also provide you with a handy table of general roleplaying guidelines:

INTENSITY/VALUE	GUIDELINE
MILD [5]	May roleplay to overcome it, or make Everyday WILL+Concentration Roll to overcome it
STRONG [10]	Must roleplay it and make Competent WILL+Concentration Roll to overcome it
SEVERE [15]	Must roleplay it and make Incredible WILL+Concentration Roll to overcome it
EXTREME [20]	Must roleplay it and make Legendary WILL+Concentration Roll to overcome it

Example: *Stubborn: Risk incarceration, bodily harm or financial/ social ruin [10] means the Intensity of this Complication will get you 10 points.*

3 IMPORTANCE

Importance rates how important the Complication is to the character and the Campaign. For example, taking *Foreigner* in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important than something that may complicate your roleplaying. The final application is up to the GM.

IMPORTANCE & VALUE	GUIDELINE
MINOR [divide by 5]	Minor effect on combat or damage, with minor (-1) effect on skills or world reaction.
MAJOR [divide by 2]	Major effect on combat (-3), or 1 and half times damage, serious effect on skills or world reaction, or puts character into danger.
EXTREME [x1]	Extreme effect on combat (-5), or 2x damage, or extreme effect on skills or world reaction, or puts character into extreme danger.

4 TO DETERMINE A COMPLICATION'S VALUE

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance. Example: *I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth (10+10)/5 = 4 Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good ol' Aunt Meg!*



PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

ABSENT MIND. You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).

BIPOLAR. You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).

DELUSIONS. You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15).

MASOCHIST. You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10). Seek major physical abuse (15). Seek life threatening abuse (20).

PHOBIA. You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).

PARANOIA (just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focussed on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).

SPLIT PERSONALITY. You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).



PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

AIRHEAD. Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).

BAD TEMPERED. You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

COWARD. You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).

OBSESSED. You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).

SHY. You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).

STUBBORN. You just hate to give in—to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

BERSERKER. You can't control your fighting rage—you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).

UNLUCKY. Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20).

COMPLICATIONS



PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

AGE. You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce Reduce any 3 Characteristics (except Mental Group) by 3 (15).

DYSLEXIA. You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).

EPILEPSY. You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).

MISSING LIMB. *Ouch! That hurt! You're missing:* 1 or more fingers (5). A hand (10 each). An arm (15 each).

REDUCED HEARING. You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than every one else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).

REDUCED MOBILITY. You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadriplegic; unable to move below the neck (20).

REDUCED SIGHT, YOUR EYESIGHT IS IMPAIRED IN SOME WAY. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).

UNCONTROLLABLE CHANGE. You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).

VOCAL IMPAIRMENT. Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).

VULNERABILITY. You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very Common (15).

SUSCEPTIBILITY. You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15).



ENEMIES: Hunted and Watched

These are forces which are actively working against you.

Your Enemy's value is determined by three things: their

Capabilities, their Extent, and their Intensity of enmity against you:

CAPABILITIES. What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).

EXTENT. How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20)

NOTE: Instead of using the normal Intensity table, use the following scale:

INTENSITY. What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).

RESPONSIBILITIES



These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

CODE OF HONOR. These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

SENSE OF DUTY. You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).

Vow. This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

DEPENDENTS. These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).



COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

ADDICTION/DEPENDENCE. You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).

HONESTY. You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

IMPULSIVENESS. You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).

INTOLERANCE. You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).

JEALOUSY. You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontative and accusatory (10). Physically violent (15).

KLEPTOMANIA. You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

LECHEROUS. You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).



SOCIAL COMPLICATIONS:

These are things with serious Social and Societal consequences for you:

PUBLIC FIGURE. You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

BAD REP. People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

SECRET IDENTITY. You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).

POVERTY. Money is hard to come by for you, harder than for most. You are, financially-wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).

PERSONAL HABITS. People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).

OPPRESSED. You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).

DISTINCTIVE FEATURES. You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).

OUTSIDER. You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

SKILLS



Skills are like Characteristics; they have a range of effectiveness that is related to how much they cost. Here's a simple guideline to skill levels in the Fuzion system:

VALUE	LABEL	SKILL
0 OR LESS	CHALLENGED	You don't know how to do this task at all.
1-2	EVERYDAY	You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
3-4	COMPETENT	You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
5-6	HEROIC	You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
7-8	INCREDIBLE	A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
9-10	LEGENDARY	A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.
MORE THAN 10	SUPERHEROIC	Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

The first thing most characters will want to buy with their Option Points are Skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Characteristic the skill is related to.

The good news is, every character gets a **free** starting group of skills to begin with, so that he won't be totally helpless in his new environment: **Everyman Skills**.

1 EVERYMAN SKILLS

Everyman skills are things generally known by everyone in all specific cultures or time periods: **Perception, Concentration, Education, Persuasion, Athletics, Teacher, Local Expert** (Knowledge of your area), **Hand-to-Hand**, and **Hand-to-Hand Evade**. These are given free to all characters by the GM, and have an automatic starting level of 2; about what the average person would know about his world. Each can be improved by adding Skill levels on an individual basis. An individual GM may wish to add or remove skills from the Everyman category to suit his particular game; in a far future setting, for example, everyone may use computers, but only special people may have any athletic skills. The Everyman skill category gives you the flexibility to tailor the level of your culture as desired.

2 GENERAL SKILLS

Unlike Everyman Skills, **General Skills** are purchased at the cost of **one** Option Point for **every level** of skill; for example, to have 4 levels in Firearms would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some campaign settings may require that you specify how a skill will be used (for example, picking what *kind* of Scientist (Physicist, Chemist, etc.) you intend to be. In these cases, you may need to take additional "specializations" of that skill to be able to use it in other ways (for example, Scientist [Physicist] and Scientist [Chemist]).

The list of possible skills one could encounter in a Fuzion game is as wide as the possible campaign settings.

What's compiled on the next page are typical skills applicable to many superheroic settings or modern action genres. Feel free to use these as a guideline for your adventures

as each Fuzion campaign will usually have its own list.

PTS	SKILLS, TALENTS & PERKS	ROLL	
3	Perception		COME ACTION Attack Block Dodge Get Up Grab Run Sprint Other Action Throw Abort Aim Choke Hold Disarm Dive for Cove Draw & Attack Entangle Escape Haymaker Move Thru
4	Concentration		
2	Education		
6	Persuasion		
6	Athletics		
2	Teacher		
4	Local Knowledge		
2	Hand-to-Hand		
2	Hand-to-Hand Evade		
5	Firearms		
6	Swordplay		
42	Total Points		

ABOVE: Steve's Character Sheet with Skills

SKILL LIST

GENERAL SKILLS	EXPLANATION	ELECTRONICS	
ACROBATICS	The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)		The ability to identify, understand, repair, and rewire electronic devices. (TECH)
ACTING	The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)	EXPERT	Any one field of knowledge: stamps, gardening, Bay City Police Department, paranormal law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)
ANIMAL HANDLER	The skills of animal handling, training, and care as applicable. (INT)	FIREARMS	Firing semi-automatic pistols, revolvers, rifles, shotguns, and crossbows. (REF)
ATHLETICS	Basic Athletics skills; dodging, escaping, throwing, swimming. (DEX)	FORENSIC MEDICINE	This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (TECH)
AUTOFIRE WEAPONS	Use of machine-guns, full-autofire weapons and attacks, etc. (REF)	FORGERY	The ability to create false documents, identification, currency, and so forth. (TECH)
BRIBERY	A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)	GAMBLING	The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat. (TECH)
BUGGING	The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (TECH)	GUNNERY	Firing vehicle-mounted weapons, mecha weapons, ship-mounted weapons and artillery. (REF)
BUREAUCRATICS	You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)	HACKING	Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)
BUSINESS	Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)	HAND TO HAND	Basic skill at fighting with your hands. Adding Martial Arts (page 133) allows the character to use Martial Arts maneuvers and actions. (REF)
CLIMBING	Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)	HAND TO HAND EVADE	Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand Skill. (DEX)
COMPUTER PROGRAMMING	The ability to program and operate computers. (TECH)	HEAVY WEAPONS	Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. (REF)
CONCEALMENT	You can hide things and find things that other people have hidden — like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)	HIGH SOCIETY	The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (PRE)
CONCENTRATION	The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. (WILL)	INTERROGATION	The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)
CONTORTIONIST	The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)	INVENTOR	This skill enables the character to design and construct new devices. To use Inventor, the character needs the complementary science skills in the field he is working in. (TECH)
CONVERSATION	This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)	LANGUAGES	Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language (see chart) in the family; all others in that group are at 1/2 of primary. (INT)
CRIMINOLOGY	You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)		
CRYPTOGRAPHY	The ability to solve simple ciphers and encrypt or decode messages. (INT)		
DEDUCTION	This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (INT)	LIP READING	This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. (INT)
DEMOLITIONS	The ability to properly use, handle, set, and defuse explosives (TECH)		
DISGUISE	The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)		
DRIVING	Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (REF)		
EDUCATION	General knowledge, such as math, history, science, trivia, or current events. (INT)		

SOME (LOOSE) LANGUAGE FAMILIES	
LATIN-BASED:	French, Spanish, Italian, Portuguese
CHINESE:	Mandarin, Cantonese, Hakka, Thai
NORTH ASIAN:	Japanese, Korean
SOUTH ASIAN:	Thai, Burmese
SLAVIC:	Russian, Polish, Czech
GERMANIC:	German, Dutch, English, Afrikaans, Yiddish, Swiss
SCANDINAVIAN:	Danish, Norwegian, Swedish
MID-EASTERN:	Arabic, Persian, Hebrew, Berber
COMPUTER:	BASIC, C++, Fortran, Cobol

SKILL LIST

LOCAL EXPERT	Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)	SLEIGHT OF HAND	The ability to palm items, fool the eye, perform magic tricks, etc. (REF)
LOCKPICKING	This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)	STEALTH	The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)
MECHANICS	Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (TECH)	STREETWISE	This skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. (PRE)
MELEE WEAPONS	Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (REF)	SURVIVAL	This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)
MELEE EVADE	Basic skill at getting out of the way of someone who is trying to strike you with a weapon. This skill is used for defense when you are being attacked by someone using the Melee Weapons Skill. (DEX)	SURVEILLANCE	The ability to set up a static surveillance of a subject without having it detected. (INT)
MIMICRY	The ability to perfectly imitate someone else's voice. (PRE)	SYSTEMS OPERATIONS	This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.) (TECH)
NAVIGATION	Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)	TACTICS	The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)
ORATORY	The ability to speak to an audience and to deliver a convincing presentation. (PRE)	TEACHING	The ability to impart information or skills to other. (PRE)
PARAMEDIC	This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)	TRACKING	The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)
PERCEPTION	The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions.	TRADING	The ability to strike a good bargain with a merchant or customer. (PRE)
PERSUASION	The ability to convince, persuade, or influence individuals. (PRE)	USE POWER	The ability to use a paranormal power or supernatural skill. This must be bought for the various groups of powers the character might have, such as his attack Multipower, his flight, and so forth. Generally, this skill can be bought for any group of powers that are connected by a common special effect. This skill is used with attack powers to make attacks, to operate certain powers (for example, Use Flight would allow a character to make radical flight maneuvers, etc.) and is also used when trying to use a power in a clever way (for instance, varying the frequency of your force field to match another force field, or similar pseudo-science). The Technique Characteristic should be used when making Skill Rolls for Use Power, though other Stats may be used if the GM decides the situation warrants (for instance, using Will in a contest of Power versus Power in a classic comic book or magical confrontation). The Power Points in the Power could even be used as the "Characteristic" if the GM feels the situation is appropriate. (Varies)
PILOT	Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. (DEX)		
PROFESSIONAL	The ability to perform a certain profession (such as artist, actor, doctor, hockey player, mason, secretary, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)	VENTRILQUIST	The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)
RANGED EVADE	Basic skill at getting out of the way of someone who is trying to shoot you with any type of ranged weapon, be it a pistol shot, an energy blast, a thrown car, or whatever. This skill is used for defense when you are being attacked by a ranged attack. (DEX)	WARDROBE AND STYLE	A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (PRE)
RESEARCH	Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (INT)	WEAPONSMITH	The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (TECH)
RIDING	This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (DEX)		
SCIENCE	Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. (INT)		
SECURITY SYSTEMS	The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. (TECH)		
SEDUCTION	The ability to gain others' trust by offering companionship or favors. (PRE)		
SHADOWING	The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)		

TALENTS



TALENTS

Talents are an innate ability, (but not necessarily superhuman) that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. The list of Talents below is a general one; which ones are available depends on each GM's decisions about the campaign setting. Each one of these Talents costs 3 points each. If levels (indicated by a +) can be taken in the Talent, each additional level will cost another 30P:

TALENT NAME	DESCRIPTION
ACUTE SENSES:	One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.
AMBIDEXTERITY:	You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).
ANIMAL EMPATHY:	Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.
BEAUTIFUL/ HANDSOME:	You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your <i>Persuasion</i> , <i>Performance</i> , and <i>Wardrobe/Style</i> skills for each level taken. +
BLIND REACTION:	You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.
COMBAT SENSE:	Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only). +
COMMON SENSE:	You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."
DIRECTION SENSE:	You are never lost; always know where North is and can orient yourself easily without any external cues.

DOUBLE JOINTED:	You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.
EIDETIC MEMORY:	You never forget anything you have read, seen, heard, smelled, or touched.
HIGH PAIN THRESHOLD:	You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of Impairing wounds (when used) by -2.
IMMUNITY:	You are immune to the effects of one specific poison or disease group (must specify).
INTUITION:	You have an uncanny feel for hunches; the GM will give you a chance to make a <i>Perception</i> roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
LIGHTNING CALCULATOR:	You can automatically do complex mathematical operations in your head without using any aids.
LIGHT SLEEPER:	You wake instantly from even the lightest touch or smallest sound (no <i>Perception</i> check required).
LONGEVITY:	You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.
NIGHT VISION:	You can see in all but absolute darkness.
PERFECT PITCH:	You always know if something's in tune, and automatically gain at +3 bonus in any musically related task (singing, playing instruments, etc).
RAPID HEALING:	You heal extremely fast, recovering an extra 3 Hits per time unit in addition to your normal healing rate.
SCHTICK:	A schtick is a special habit or personal affection that has little or no actual effect on skills or combat abilities. Examples might be: <i>always having a wind wafting your hair or cape dramatically</i> , <i>always having dramatic lighting striking your face</i> , <i>being able to toss your hat on a hook when you walk in</i> ; <i>always having a cigar hidden somewhere on your person</i> , etc. Schticks must be okayed by the GM and should never have an important combat or skill application— <i>always shooting the gun out of the bad guy's hand</i> would be a very dangerous schtick to allow.
SIMULATE DEATH:	You can lower your heart rate and breathing to such a low level that it is a Legendary Difficulty to tell whether you are dead or not.
SPEED READER:	You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).
TIME SENSE:	You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

PERKS & PRIVILEGES

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Option Points just like any Skill, and function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best—the GM is the final arbiter of a Perk's worth on the 1~10 scale); level 8 or 9 should really mean something!

PTS	SKILLS, TALENTS & PERKS
8	FBI Membership
2	Wealth (Upper Middle Class)

Perks are *extremely* campaign dependent and should be created for each campaign individually. Many Perks have mixed benefits, both good or bad, and game play should reflect this. Think about it: a "Mafia Godfather" Contact might require a favor of YOU someday too!

Once the GM has established the level of the Perk, he must decide just how much impact that perk has on the world; for example, in a superheroic game, being the head of a huge corporation would be a character affectation; in a cyberpunk campaign, that same status would have SERIOUS impact. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost.

CAMPAIGN STYLE	MULTIPLY PERK BY
<input type="checkbox"/> VERY HIGH IMPACT	x4
<input type="checkbox"/> HIGH IMPACT	x3
<input type="checkbox"/> MODERATE IMPACT	x2
<input type="checkbox"/> LITTLE OR NO IMPACT	x1

PERK NAME [COST PER LEVEL] **DESCRIPTION**

MEMBERSHIP [1 PER LEVEL] You can call upon the resources of an organization, person, government, or group—but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at in the FBI would make you a janitor, but at 10 you're the Director's right-hand man. A version of this is **Authority**, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.

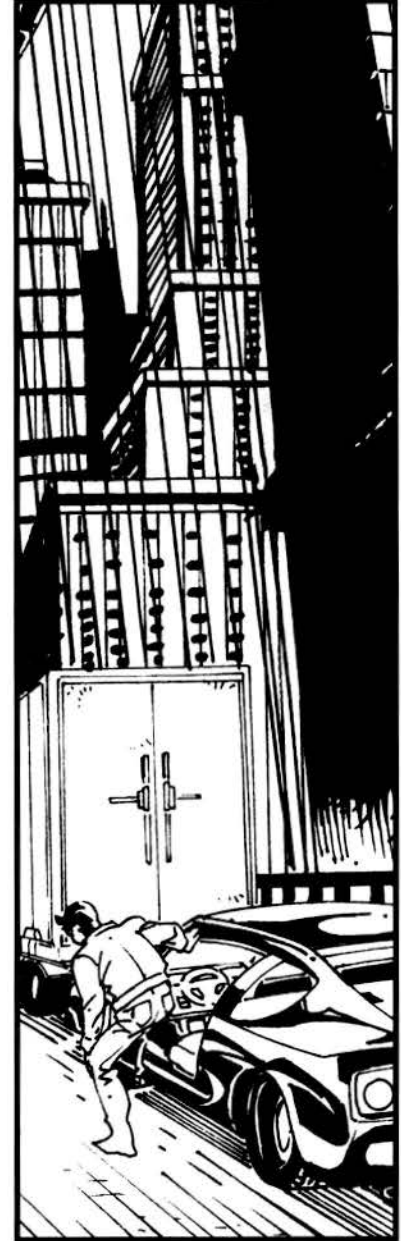
LICENSE [1 PER LEVEL] The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting YOU authority rather than "loaning" you use of the authority of a group (as above)—you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; A Private Investigator's license 4; a Bounty Hunter's license might cost 6; a CIA or secret service agent's license 8, a Federal Marshal's license costs about 9, and having an unconditional license to kill might cost 10.

CONTACT [1 PER LEVEL] You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight costs 3, a local Yakuza Boss costs 6, the head of the FBI costs 9. Remember that the level of the contact is based on several factors: a student's not much, but a student who's willing to *die for you*...

FAVOR [0.5 PER LEVEL] A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). Note that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.

REOWN [1 PER LEVEL] Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you're nationally known; at 9 you're an international figure.

WEALTH [1 PER LEVEL] Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 OP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you're rich; you don't have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you're a millionaire, can live anywhere and buy almost anything you want. The GM *might* let you exceed Wealth 10, making you a billionaire!



MONEY IN FUZION

Generally, players with wealthy characters are discouraged from keeping track of their money directly—it's a lot of tedious bookkeeping. However, there may be times when you'll absolutely NEED to know if you can buy that Caribbean island. In this case, you might use the following rule: At Wealth 1, the player has a disposable income of \$1,000 per week; this value *doubles* for each additional level of Wealth—this means at Wealth 10, you could spend over 26 million dollars a year! Referees should be REALLY careful letting *this* rules cat out of the bag!



GEAR & EQUIPMENT

Gear is just one more thing your character will need to adventure. The list below is a sample of types of personal hardware used in the Champions setting; it is by no means exhaustive. **NOTE:** The values given here are in **Option Points**; to derive money costs, multiply the OP cost by 100 monetary units. Also note some costs are in 10th points.

HIGH TECH	OP	PERSONAL COMPUTER	10	HOLOCHIPS (10)	1
BINOCULARS	1	8" x 12" x 2" laptop with LCD screen. 24 meg, with 1 gig memory (about 1,000,000 pages of information), 3 hour battery charge; recharge in 3 hours.		Futuristic equivalents of tapes, music, and books.	
For long distance observation. 30x power.		RADIO	1	HOLORECORDER	2
"BUG".....	6	Portable CB walky-talky. Range about 20 miles, 24 bands.		Futuristic equivalent of a video recorder. Can record up to 10 hours on a single chip. Projects hand-sized holo image for playback.	
Miniature listening device. Will transmit any sound within 10m/yds to a receiver up to a km away.		SKATES	1	INERTIAL COMPASS	3
BUG DETECTOR	9	For rapid travel on ice (reduces terrain type from Rough to Normal).		Small device about the size of a pack of cigarettes. Records directions travelled and replays instructions and map on LCD screen. Will always locate North. Adds +2 to any Navigation skill.	
Will detect any active or passive listening device within 10m/yds Will determine location of bug, but not location of receiver.		SKIS	2	MACROGLASSES	1
CAMERA	1	For snow travel (reduces terrain from Rough to Normal).		Futuristic equivalent of binoculars, with digital range read-outs, image enhancement, still recording of up to 10 images (stored on holochips).	
Records still images on film. 24 exposures.		SNOWSHOES	1	MEDICAL SCANNER	3
CAMOUFLAGE COVERALL	2	For movement over deep snow (reduces terrain from Very Rough to Rough).		Hand-held scanner the size of a paperback book. Examines patient, gives procedures and diagnosis on LCD screen. Adds +2 to any First Aid skills.	
Khaki overclothing, patterned to match Urban, Snow, Jungle, Forest, or Desert environments (specify). Adds +2 to any Stealth attempt.		TAPE RECORDER	1	MUSIC SYNTHESIZER	2
CAMP STOVE	1	About the size of a cigarette pack. 2 hours of audio on tape cassettes.		Any type of electronic music device; can include keyboards, drum pads, stringed instruments, and MIDI wind instruments. 10 hours per power cell.	
Runs on pressurized gas for 3 hours. Takes about 5 minutes to boil water.		TENT (NYLON)	1	POWER CELLS (6)	1
CANTEEN	0.1	Holds four. Can be set up in five minutes.		The "batteries" of the future, used to power most small devices and weapons. Come in packs of 6, each with a jack for wall. Recharging; takes 1 hour to recharge a single cell. Every Future electronic device uses one power cell, which will run the device for 10 continuous hours.	
Holds 2 quarts.		TOOLKNIFE	0.5	RESPIRATOR	1
CD PLAYER	1	Classic "Swiss army" knife (DC.5). Saw, screwdrivers, tweezers, awls, etc.		Breathing mask for filtering out smog, toxic atmospheres, etc. Oxygen (1 hour) bottle included.	
Plays compact laser-discs. About the size of a paperback book.		UTILITY BELT	0.2	SNEAKSUIT	3
CELL PHONE	3	Belt or harness with pouches. Can be used to carry up to 6 objects or devices up to the size of a large paperback book. or a total combined weight no greater than 10kg.		Futuristic equivalent of camouflage, the sneaksuit mimics the background of whatever the wearer is passing in front of. Adds +2 to any Stealth attempt.	
Cellular network phone. Range 10 km.		VIDEO CAMERA	3	SURVIVAL DOME	3
DIVING GEAR	5	Records color images and sound on video tape. Can replay tape images through viewfinder monitor. Each tape lasts 4 hours.		Light, self-inflating habitat for four. Air tight, can even be used in space (although air must be provided for breathing). Takes five minutes to set up.	
Includes swim fins, wet suit, weight belt, aqualung and mask. Tanks good for 3 hours. Can be used down to 60m/yds.		WRISTWATCH	0.5	TECHNICAL SCANNER	5
DRIED FOOD (WEEK)	1	Digital time keeper with alarm, day, date. Two years on a battery.		Hand-held scanner about the size of a paperback book. Readout examines mechanical/electronic hardware and gives repair procedures and problems on LCD screen. Adds +2 to any Electronics, Mechanics, Tinkering, Cybertech, FTL Tech, Gravitic Tech, or Hyper Energy Tech type skills.	
For one man. Prepackaged, just add water. 5 lbs.		SUPERTECH	OP	UNIVERSAL TRANSLATOR	12
ELECTRICIAN'S TOOL KIT	0.5	ANALYSER	10	Translates unknown languages and provides English equivalents through attached earphones. When spoken into, translates your words back via digitized voice. Takes three turns to translate a simple language; six turns to analyze and translate a complex one. Note: on a roll of 6 on 1D6, any previously unknown language is untranslatable.	
Pocket soldering iron, parts, multimeter, etc. Required for Electronics tasks.		Hand-held scanner about the size of a hardback book. The scanner sweeps 100m/yds around the user, examining life signs, technology traces, emissions, sounds, etc., reporting on what it observes on its LCD screen. Adds +2 to any Awareness, Understand Technology, Tracking or Survival skills.		VIDEO COMMO	3
FIRST AID (MODERN)	0.1	ANTIGRAVITY MODULE	10	Two-way TV communicator about the size of a pack of cigarettes. Range is equivalent to a standard communicator, with same limits.	
Bandages, scalpels, disinfectants. Required for First Aid attempts.		Small 1'x1'x1' cube with antigravity unit inside. Handles are on either side. Can lift up to 200 lbs. for 4 hours on a power cell.			
FLASHLIGHT	0.1	COMMUNICATOR	1		
Battery powered, good for 8 hours. Lights up to 20m/yds.		Small radio (headset or matchbox-sized handheld). Range is 1000km. A communicator can reach a ship in orbit, as long as the ship is directly overhead and not blocked by more than a meter of concrete or metal.			
GEGER COUNTER	9	FIRST AID KIT (FUTURE)	0.5		
Detects intensity/direction of radiation up to 10m/yds.		Laser scalpels, dermal staplers, nano-clamps, air hypos and other high tech medical devices. Required for Physician or First Aid skill attempts.			
IR GOGGLES & FLASH	5	FOOD PACKS (WEEK)	1		
Allows user to see in dim light, using flash (illuminates up to 15m/yds).		Compressed food for one man. Requires no heating or water; just rip open the seal and it heats in 2 minutes.			
JAMMER	6	GILL MASK	5		
Will jam any active or passive listening device within 10m/yds of user.		Facemask and collar unit equivalent to an aqualung. Allows user to breathe freely underwater for up to 72 hours down to 200m/yds.			
LANTERN	0.5				
Lights up to 40m/yds. Batteries last 8 hrs., gasoline for 6.					
LIGHTER	0.1				
Fast fires (2 minutes by this method). Good for 100 lights.					
MECHANIC'S TOOL KIT	1				
Wrenches, pliers, screwdrivers, etc. Required for Mechanical tasks.					
MOVIE CAMERA	1				
Records color images and sound on film.					
NYLON ROPE	1				
100m/yds. Can hold up to 500 lbs.					



SUPERPOWER PLUG-IN

Powers are abilities far beyond those of mortal men—for example, flying or firing bolts of energy. The Powers listed in this section can be used to simulate the powers of a superhero, the spells of a sorcerer, or even the abilities of an alien.

Could it be Magic?



Well, yes, it *could* be. Any ability sufficiently advanced can be construed as magic instead of superpowers. An Energy Blast can be called a laser bolt or a sorcerous fireball—depending on what you want to call it. The beauty of the Fuzion system is that it simply defines the game effect of a power; you get to decide how it was created and what it **looks** like—in short, its **Special Effects**.



1 SPECIAL EFFECTS (SFX) IN CHAMPIONS

Special effects (SFX) are very important in superheroic adventures. The special effects of a power define what it is and how it's created, and help distinguish one power from another power. For instance, three different characters could all have 12 dice of Energy Blast, but each might have different SFX: One is fire, another uses electricity, and the third fires a sonic attack. Each type of special effect can have extra benefits or limits beyond the basic power description; exactly what is up to the GM. Most powers should have some special effect designated for the power.

Each of these categories is very general; within each category there can be many types of special effect, related but different. The only limits are your imagination.

Common SFX in Champions: The New Millennium

Biochemical: This category includes acids, venoms, poisons, diseases, drugs and other chemicals. Biochemical attacks can often be unusual ones, such as Drains. Biochemical attacks are sometimes manifested as gasses, which might be affected by high winds or extreme temperatures.

Cold/Ice: Everything related to extreme cold, including freezing blasts of supercold materials, ice, or other such effects. Cold attacks can work against physical or energy defenses, depending on what you decide when you buy the power. Cold powers are usually less effective in high-temperature environments.

Electricity: The classic electrical bolt, lightning, sparks, and zaps. Any combination of amperage and voltage would be in this category. This is the classic attack against energy defenses. Electrical powers may have greater effect against delicate electronics, and less effect against well-insulated targets.

Gate Key Power: This fundamental force indirectly powers many other effects, but some rare items, people or phenomena tap it directly. This power is rarely seen in its raw form, but when it is, it's unlike anything else.

Heat/Fire: Everything connected with high temperatures, such as flames, hot metal, or hot gasses. Fire can start fires in flammable materials, which is sometimes handy and sometimes can cause excess property damage or threaten innocent lives. Heat powers are usually less effective in low-temperature environments.

Kinetic: This category includes all physical force, such as punches, clubs, rocks, chunks of ice, or anything that creates a solid thump

on target (works against Stun Defense or Killing Defense rather than Energy Defense or Energy Killing Defense). This can include force-blasts or telekinetic attacks if you choose to define them that way.

Light: This category is electromagnetic radiation in the visible or near-visible spectrum, from infrared to ultraviolet. This includes lasers, high intensity flashes, and similar effects. VIPER and UNTIL blasters fall into this category. Light attacks are often less effective in very dusty or smoky environments.

Magic: A catch-all term to describe mysterious forces used to produce a wide variety of effects. It's important to note that magic can be used to create many different special effects; for instance, magic could be used to create a lightning bolt. That bolt should be considered Lightning, not Magic, in terms of special effects.

Magnetism: This covers magnetic and paramagnetic effects, and is often connected with force fields and telekinesis. Magnetic attacks often work against physical defenses rather than energy defenses. Magnetic powers are often less effective against non-metallic substances, and more effective against magnetic materials such as iron.

Psionics: This force is psychic power or mental forces; the raw power of the mind. Mental powers are usually (but not always) created by psionics, and have a psionic special effect. Psionic attacks usually work against mental defenses.

Radiation: This includes ionizing radiation such as gamma rays, and radiation from radioactive materials, as well as more bizarre forms of radiation emanated by comic book materials. Essentially, all short wavelength electromagnetic radiation falls into this category. Radiation attacks most often work against energy defenses.

Sonics: Pressure waves of all varieties (including infrasound and ultrasound) are in this category. This category of effects would not work at all without a medium of transmission, so it won't function in a vacuum. Sonics would generally be less effective in a low pressure environment, and more effective in a high-pressure environment. Usually Sonic attacks affect Stun Defense or Killing Defense.

Handling SFX

Special effects can and should be used to make adventures more dramatic, and sometimes to help characters overcome problems. It's a classic comic book bit — the hero manages to defeat the villain's plot by tuning his energy blast to just the right frequency to deactivate the force field, or some such pseudo-scientific explanation.

Special effects can let a character do a little bit more than the basic power description suggests, or sometimes they can restrict a power somewhat. For instance, sonic effects just won't work in a vacuum, but the GM may let you do some extra damage with a sonic effect under water. It's up to the GM how much or how little SFX can affect a power. The GM can have the player make a Power Skill roll to see if special effects can be used to help; this is often based on Technique, but can be based on other stats. If you want to make a raw power vs. power contest, you can base the Power skill on the number of points in the power instead of on a characteristic.

Designing New SFX

The list of SFX provided is a basic one which the GM can add to if needed. A new character invented by the GM may have completely new special effects; the Power Cosmic, for instance, which is unlike any other power. Or existing special effects categories can be split into two or more categories. Magic, for instance, is very broad, and might be easily split into two or more different types of magic.



SUPERPOWER PLUG-IN

The Fuzion Power Plug-in is designed to create simplified superpowers that can be converted in and out of the HERO System. While not intended to have all the sophistication of its "parent" system, this plug in allows Referees and players to easily create superpowers for their Fuzion campaigns.



IMPORTANT! This is a powers list, not the full HERO power construction system. All of the powers in this Plug-in were created by dividing their HERO System cost by 5; we tried to avoid fractions wherever possible, which is why some of the powers, like the *Explosive Blast*, have costs like 3 points for 2 dice of effect. Not all the Powers are included here, and in the interest of simplification, we have also ignored Advantages, Limitations and other more specialized systems. If these are important to you, you can construct the entire Power as in 4th Edition HERO and convert it to Fuzion as desired.

The Plug-in Powers List (pgs.128-132) is organized by *functionality*. Each power is organized by type, such as attack, defense, movement, etc. This makes it easy to find the type of power you want. Within each power group, the powers are organized alphabetically.

From Champs 4th Edition to Fuzion and Back Again

To create your own 4th Edition powers for FUZION, follow the steps below:

- Build the power as per the 4th Edition HERO System Rules on pages 51 thru 89. (That's basically what we did.)
- Divide the real cost by 5. Try to avoid fractions in your final cost; if you end up with a fraction, increase the effectiveness of the power to get an even number or round the fraction up (this is one reason improving powers costs 5 to 1—to match 4th ed powers later on).

To convert Fuzion Powers to HERO

- Multiply the final cost by 5. Then factor in any Advantages, Limitations or other systems to fully convert the power.

2 How Many Points for Powers?

As a rule Referees should always give points for powers to characters as a separate pool. This allows greater control over the

POWER LEVEL OF UNIVERSE	POINTS
<input type="checkbox"/> POWERS UNHEARD OF [ALMOST REALITY]	5-10
<input type="checkbox"/> POWERS UNCOMMON [PARANORMAL IS KNOWN ABOUT]	10-20
<input type="checkbox"/> POWERS ARE SPECIAL [HEROES ARE RARE]	20-30
<input type="checkbox"/> POWERS COMMON [TYPICAL COMIC BOOK]	30-40
<input type="checkbox"/> POWERS ARE EVERYDAY [A POWER-BASED SOCIETY]	40-50
<input type="checkbox"/> COSMIC POWERS [OFF THE SCALE]	60+

power level of the campaign and helps focus the effect that paranormal abilities have on the game universe. The Dial at left is a good way to determine the extent of powers on a campaign by providing guidelines for their frequency and impact on everyday life.

3 Not Enough Power Points?

With the permission of the GM, you can add Option Points to your Power pool at a ratio of **five** to one Power Point.

4 Can't Find the Power You Want?

Maybe you're looking in the *wrong place*. Many superheroic Powers are actually superhuman *Characteristics* instead. If you really want to build a guy with a STR of 25, get your GM's permission to exchange some of your Power (or Campaign) points for Characteristic Points. **Power points interchange with Characteristics on a 1 to 1 basis; Option Points on a 5 to 1 basis.**

5 Unusual Uses of Powers

Unusual uses of Powers in Fuzion can be determined by using the *Use Power* skill in conjunction with the most appropriate Characteristic. Attack and Movement Powers are generally used with the REF or DEX Characteristic; Defensive, Adjustment, and Sensory Powers with INT, Size powers with CON. However, the most appropriate Characteristic to use (if a roll is required) is up to the GM of your campaign.



Power Building 101: An Example

Let's say we want to build **Fuzionman**, the Master of Nuclear Force. We first should decide exactly what Fuzionman's powers are. We settle on the following:

- **FUZION POWER BLAST** (equal to the power of a cannon).
- **FUZION POWER SHIELD** (Can stop anything up to a heavy handgun).
- **ELECTRON SPEED** (Allows Fuzionman to fly as fast as a supersonic jet).
- **NUCLEAR VISION** (Fuzionman can see through almost any material).

Now let's *build* Fuzionman's powers. We'll start with the Powers List (pg. 128-132). **Fuzion Power Blast** is an *Attack Power*—the closest thing we can find is an *Energy Attack*. We decided that a cannon is equal to DC16. At a cost of 1 pts. per 1DC, this means his Atomic Power Blast costs 16 pts. Its range is 10 times the cost—160 m/yds.

The **Power Shield** is a *Defensive Power*; we decide it's best described as a *Force Field*. We decide that since a handgun can deliver an average of 20 pts. of damage; Fuzionman's shield must stop this much at least. At 1pt. per 5 pts. of resistance, the Power Shield will cost us 4 points.

Electron Speed is a *Movement power*. We decide **Supersonic Flight** is the best way to do this—if our jet plane can move at Mach 1, then 2 points buys us that one Mach. Plus, since Supersonic Speeds are only for non-combat movement, we'll also buy **Flight** for 10m/yds per phase plus an extra Non-combat multiple. The final cost will be 4+2+1 = 7pts.

Finally, the *Enhanced Sense of Nuclear Vision* translates nicely as *N-Ray vision*, with a base cost of 4 pts. Fuzionman's total powers will cost us 16+4+7+4=31 points.

So much for Fuzionman in Fuzion. But how about in HERO? Simple: converting this value to HERO will cost us 5 times as much, raising this total to 155 points (which we can buy down with various Limitations and Frameworks available in the full HERO system).

POWERS LIST

NOTE: ALL RANGED ATTACK POWERS HAVE A RANGE EQUAL TO 10M/YDS FOR EACH POINT INVESTED IN THE BASE POWER, UP TO 50M/YDS. IF RANGED ATTACKS ARE MADE, USE REF+USE POWER SKILL TO DETERMINE OUTCOME. END-USING POWERS USE 1 POINT OF END FOR EVERY 1 POINT OF POWER USED OR EACH PHASE/MINUTE/HOUR OF DURATION.

Attack Powers

Note: Some of the attack powers are more powerful than others, such as an Armor Piercing Blast compared to an Energy Blast. To balance the cost of such powers, a certain number of dice are subtracted from the power after it is purchased.

Example: Fuzionman decides that he needs a new attack, an Atomic Burst. He buys it as an Explosion, and puts 12 points into it. This would normally give him 12D6 of Explosion. However, he needs to subtract 2D6 from the power level, to make his Atomic Blast a 10D6 Explosion with a cost of 12 points.

Affects Desolid

This is an Energy Blast that can hit targets that are desolid (see Other Powers) as well as normal targets. Affects Desolid attacks follows all of the normal rules for buying an Energy Blast.

Affects Desolid Cost: 1 pt. per 1D6 of damage, subtract 2D6 from the final total. Costs END.

Area Attack

This is an Energy Blast that affects an circular area. Area Attacks follow all of the normal rules for buying an Energy Blast, but use the Area Affect To-Hit rules. (See Ranged Attacks.)

Area Attack Cost: 1 pt. per 1D6 damage in a 1m radius, subtract 4D6 from the final total. Costs END.

Armor Piercing Blast

This is an Energy Blast that cuts through the target's defenses. Armor Piercing Blasts follow all of the normal rules for buying an Energy Blast. However, when a target is hit with an AP Blast, his defense is halved (See Damage.)

Armor Piercing Blast Cost: 1 pt. per 1D6 of damage, subtract 2D6 from the final total. Costs END.

Darkness

With this power, the character can create a field that is impervious to one sense (usually normal sight). This can be centered around the character, or at range as an attack action. A character who cannot perceive his opponent is 1/2 DEX, 1/2 REF in Hand to Hand, and 0 REF in ranged attacks. If the character can make a Perception Skill roll against a Target Number of 20 he becomes -1 DEX and 1/2 REF in all cases.

Darkness Cost: 2 pts. for a 2m/yd radius Darkness Field to one sense, +1 per each additional sense, +2 per each additional sense group, +1m radius for +1 pt. A Constant Power (stays up as long as you spend END on it).

Energy Blast

A character with this power can make a ranged STUN attack up to 10m/yds for every point spent on the power (*Example: spending 20 points gives you a 200m/yd ranged energy blast*). The exact nature of the energy in the blast is left up to the player. The nature of the attack must be determined when the power is purchased; it can be lighting, a blaster bolt, lasers, sonics, a magic blast, or anything else. It does not even have to cause any Collateral or SDP damage at all. Energy Blast normally affects ED (if that optional Characteristic is being used), but it can be designated to affect SD, depending on the special effect. Once again, this must be determined when the power is purchased and cannot be changed later. You must make a Ranged Attack to hit with this attack. **Energy Blast Cost: 1 pt. per 1D6 of damage. Costs 1 END per point used.**

Entangle

This power can be used to restrain an opponent or create a barrier. An Entangle can be webbing, ice bonds, turning the ground to mud, or anything else the player can think of. An Entangled character can use his STR or any other non-gadget attack to break out of the hold.

Entangle Cost: 2 pts. per every 1D6 (roll whenever entangle is used) of Hits and 3 pts. of PD the Entangle has. Costs END each Phase.

Explosion

This is an Energy Blast that explodes. Explosions are more effective at the center, and get less powerful as you move away from the origin point. When determining damage for an Explosion, remove the highest die of damage for each 2 meters from the center the target is. Explosion attacks follow all of

the normal rules for buying an Energy Blast, but use the Area Affect To-Hit rules. (See Ranged Attacks.)

Explosion Cost: 1 pt. per 1D6 of damage, subtract 2D6 from the final total. Costs END.

Find Weakness

This power acts somewhat like a skill; it is the ability to strike at the weak points of a target's defenses. A successful Find Weakness check (1 Action) against a Target Number of 20 will automatically cut the target's defenses in half. This power can be used more than once on the same target, but each successive roll raises the Target Number by +2. If you miss a Find Weakness check on a target, you may not use Find Weakness on him against for that battle. Find Weakness is normally purchased for a single kind of attack. Find Weakness does not use any Characteristic when making a skill check; it is resolved by rolling 3D6 and adding that to the Find Weakness skill.

Find Weakness Cost: 2 pts. for a base value of 10; add +1 to your roll for each additional 1 pt. To use Find Weakness on a group of related attacks costs an additional +1 pt. for each. To use it on all your attacks costs +2 pts.

Flash

This power allows the character to "flash" an opponent's senses, rendering them unuseable (as in the Power *Darkness*) Flash normally affects a single sense; additional senses and sense groups may be purchased. Flash is resolved as a normal Ranged Attack, but it ignores normal defenses (see Flash Defense.)

Flash Cost: 3 pts. per 2 Phases of Flash of a single sense. To affect additional senses costs +1 pt. per sense; sense groups costs 2 pts. per sense group.

Ranged Killing Attack

This allows the character to make a Killing Attack at range. (See Ranged Attacks.) Like an Energy Blast, the special effects of a Killing Attack can vary from a bullet to a laser beam to whatever else the player might desire. Killing Attacks are resolved against the Defense value of the target (See Damage.)

This Power can also be defined as a **Hand to Hand Killing Attack**; in these cases, the character trades range for a damage bonus of 1 additional die for every level of Strength, up to a maximum of twice the number of dice originally generated by the attack.

Killing Attack Cost: 1 pt. per 1D6 of damage, subtract 2D6 from the final total. Costs END.

Telekinesis (TK)

A character with this power can manipulate objects at a distance and exert a STR at range. The TK STR is separate from the character's STR, and is defined when this power is purchased. TK can be used to punch or squeeze, but there is no action/reaction with this power; a character could not use his TK to grab a flying character and be dragged along, for example.

TK can also move objects at a speed equal to what could be moved at that STR level normally (1/4th of weight maximum at that STR, as on pg. 146).

Telekinesis Cost: 3 pts. per 2 STR; +2 pts. for the ability to make fine manipulations with that STR.

Defensive Powers

Note: Any power that gives your character Killing Defense can be defined as giving your character Stun Defense instead. This must be determined when the power is purchased. If Energy Defense is being used, then Armor, Force Field, and Force Wall provide an amount of Energy Killing Defense equal to the Killing Defense provided. If such powers are defined as providing Stun Defense, then they also give an additional amount of Energy Defense equal to the Stun Defense provided.

Remember: you will always use the **highest** value of either Stun Defense or Killing Defense (respectively) in combat.

Armor

With this power, the character has some kind of inherent physical defense against Killing and Stun Attacks; thick skin, armor plates, etc. Armor doesn't need to be "turned on"; it's always in effect (aka a Persistent Power).

Armor Cost: 1 pt for +2 Killing Defense. Armor uses no END.

Danger Sense

This power gives a character a "sixth sense" about danger. At its most basic level, Danger Sense will prevent the character from being surprised in com-

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bat, while at more powerful levels, Danger Sense can alert the character to any threat to his person, or even his world. Normally, Danger Sense just gives the character the "feeling" of being in danger. If the hero reacts, he is allowed his full DEX+Skill; he could also attempt to dive clear of a trap, etc. If the characters rolls 12 more than he needs to succeed, the true position and type of danger are known. Danger Sense checks are made automatically, at the request of the GM. The character must make a successful Danger Sense check against a target number of 20.

Danger Sense Cost: 2 pts. for a base value of 10, +1 to your roll for each additional 1 pt.; +1 additional pt. to have the power work out of combat against attacks he could normally sense; +1 additional pt. to allow the power to work against any attack. Sense Danger in the immediate area for +1 pt; Sense Danger in the general area for +1 additional pt.; Sense Danger over any area for +1 additional pt. Uses no END.

Flash Defense

This power lessens the effect of a Flash attack. Each point of Flash Defense subtracts one Round from the duration of a successful Flash attack. Flash Defense only affects one sense group; to cover other senses, the points from this power must be allocated among the six sense groups as desired.

Flash Defense Cost: 1 pt. for 5 pts. of Flash Defense. Uses no END.

Force Field

This power creates a field around the character that can absorb damage. A Force Field provides defense against Killing Attacks.

Force Field Cost: 2 pts. for 5 pts. of Killing Defense. Force Field costs END.

Force Wall

The ability to project a barrier at a distance. This barrier acts like a wall and protects against Killing damage. A Force Wall will stop all Stun Damage; it stops Killing Damage as per normal. However, if the total Damage of a Killing Attack is greater than the defense of the Force Wall, the Force Wall is destroyed and must be re-erected. A Force Wall can also be used to support a weight equal in STR to the number of points invested. *Example: a 3 point Force Wall could be used to support 100kg (assuming an Incredible level campaign).*

Force Wall Cost: 1 pt. per 2 pts. of Killing Defense in a barrier 2 meters wide. Force Wall costs END.

Invisibility

This power can be used to turn invisible to one sense (usually normal sight). Invisible characters have a "fringe effect" around them. An invisible character with a fringe can be spotted with the affected sense at a range of 2 m/yds or less.

In combat, Invisibility often makes the character harder to hit. If an opponent cannot make a successful Perception check, then he is at 1/2 (REF + Levels) in hand-to-hand, and 0 (REF + Levels) at range vs. the character. If the opponent can make a non-targeting PER Test, he is at 1/2 (REF + Levels) in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his REF, even at Range.

Invisibility Cost: 4 pts. to be invisible to one sense, +1 pt. for each additional sense; +2 pts. for each additional Sense Group, +2 pts. extra for No Fringe Effect. Invisibility costs 1 END each Phase.

Knockback Resistance

A character with this power takes reduced Knockback from attacks. Each point of Knockback Resistance subtracts 5 meters of Knockback from all attacks.

Knockback Resistance Cost: 1 pt. for -5 meters of Knockback. Knockback Resistance uses no END.

Lack of Weakness

It is much harder to spot a weakness with *Find Weakness* on a character with this power. Each point of Lack of Weakness adds to the Target Number for Find Weakness Skill Checks.

Lack of Weakness Cost: 1 pt. to raise the Target Number of Lack of Weakness Rolls against the character by 5. Costs no END.

Life Support

This power allows the character to operate in unfriendly or deadly environments without harm.

Life Support Cost: See the list below. Life Support costs no END.

- **Breathe in an unusual environment (Under water, in Methane, etc.): 1 pt. per environment**
- **Self-Contained Breathing: 2 pts.**
- **Doesn't need to eat, excrete, or sleep: 1 pt.**
- **Safe Environment: 1 pt. each (Vacuum/High Pressure, High Radiation, Intense Heat/Cold)**
- **Immunities: 1 pt. each (Disease, Aging)**

Mental Defense

Characters who are resistant to Mental Powers use this power. A character with Mental Defense can resist some of the effects from *Ego Attack*, *Mental Illusions*, *Mind Control*, *Mind Scan*, and *Telepathy*. See Mental Powers for more information.

Mental Defense Cost: 1 pt. per 5pts. of Mental Defense. Mental Defense costs no END.

Missile Deflection & Reflection

A character with this power can block incoming ranged attacks. (See Ranged Combat and Actions.) The Block is made as per the normal blocking rules; use the character's DEX plus any Skill Levels with Missile Deflection he might have. To Reflect an attack, first make a successful Block, and then a standard to-hit roll against the target.

Missile Deflection Cost: Check the table below. Missile Deflection and Reflection costs no END to use.

- **Deflect Thrown Object: 1 pt.**
- **Deflect the above and Arrows and Projectiles: 2 pts.**
- **Deflect the above and Bullets & Shrapnel: 3 pts.**
- **Deflect the above and Energy Beams: 4 pts.**
- **Reflect Attack back at attacker: +4 pts.**
- **Reflect Attack back at any target: +6 pts.**

Power Defense

A character with this power is especially resistant to *Drain*, *Transfer*, and *Transform* attacks. Subtract the character's total Power Defense against any incoming offensive Adjustment power before dividing the Attack's die roll.

Power Defense Cost: 1 pt. per 5 Power Defense. Costs no END to use.

Movement Powers

Movement Powers are those Powers which help the character get from place to place. All characters start with running, sprinting swimming, and a running leap: see *Characteristics* (pg. 116) for details. These movement powers can supplement those starting values, or add new modes of movement.

There are two types of movement: a **Run** (or **Combat Movement**), and a **Sprint** (or **Non-Combat Movement**). The former involves ducking, weaving, and watching out for enemy attacks. It is normally equal to two times your current MOVE Characteristic (in m/yds). A character has no penalties to his DEX or REF when Running.

A character may also move as fast as he can, in a Sprint (aka Non-Combat Movement). This has the advantage of increasing the character's running speed, but halving his DEX +Skill levels as well as reducing his REF to 0 at the same time. Your basic Sprinting speed is calculated when you create your character, and is normally 3 times your current MOVE (in m/yds)

A character can also increase his non-combat speed by buying **Non-Combat Movement Multiples** (NCMs). Each NCM costs 1 point and doubles the non-combat speed of a specific type of movement. *Example: Speeder has a MOVE of 20, giving him an Sprint (Non-Combat Move) of 60 (or three times his MOVE). He decides to buy two levels of non-combat movement multiples for his Sprint. His non-combat move jumps to 120 (60x2), then 240 (120x2).*

Clinging

This power allows the character to cling to walls and sheer surfaces and move on them as if they were level. A character with Clinging subtracts 1D6x2 in meters of Knockback, so long as he is in contact with a level surface. Moving along a surface is always at your normal Running movement.

Clinging Cost: 2 pts. for Clinging. Clinging uses no END.

Faster-Than-Light (FTL) Travel

This movement power allows the character to travel faster than light in space, but not in atmosphere or planet surfaces. Life Support works well with this power.

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FTL Travel Cost: 2 pts. for the ability to travel 1 Light Year (LY) per year; 3 pts. to travel 8 LY per year (about two a season); 4 pts. to go 32 LY per year (about one a week); 6 pts. to travel 1000 LY/Year (about 3 LY a day). No END cost.

Flight

With this the character can fly through the air. With Flight, the character can hover in place, gain altitude, etc. Flight Movement is *not* derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Flight Movement.

Flight Cost: 1 pt. per 5 m/y of Flight Movement; +1 pt. per x2 NCM. Flight costs 1 END per every 10 m/y moved.

Gliding

A character with this power can glide through the air. A Gliding character has some control over his movement, but not the total control provided by Flight. A Gliding character must drop 2 meters per Phase to maintain his forward Gliding Velocity. Gaining altitude is under the Ref's control; doing it slowly by using thermals is usually easy. Gliding Movement is *not* derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Gliding Movement.

Gliding Cost: 1 pt. per 10 m/y of Gliding Movement; +1 pt. per x2 NCM. Gliding costs no END.

Running

A character with this power can run faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Running increases the character's figured Run and Sprint stats.

Running Cost: 1 pt. per +5 m/y of extra RUN and +7.5 m/y of extra SPRINT; +1 per x2 NCM. Running costs 1 END per each 10 m/y moved.

Superleap

This power supplements a character's natural leap.

Superleap Cost: 1 pt. per 10 m/y of extra Leaping; +1 pt. per x2 NCM. Superleap costs 1 END for each 10 m/y leapt.

Supersonic Flight

This power allows a character to fly (non-combat only) at Mach speeds (>750mph). Acceleration is at a rate of 200mph/phase.

Supersonic Flight Cost: 2 pts. for each Mach level, up to Mach 4 (atmosphere) or Mach 10 (space). Flight costs 1 END for each 100km of Flight.

Swimming

This power allows the character to swim faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Swimming increases the character's figured Swim characteristic.

Swimming Cost: 1 pt. per 10 m/y of Swimming Movement; +1 pt. per x2 NCM. Swimming costs 1 END for each 10 m/y swam.

Swinging

A character with this power can swing great distances from a line. The character can also swing up to a certain location by attaching a line. To use Swinging the character must be able to attach his swinglines to high buildings, trees, cliffsides, or other high things. Swinging starts at a 0 move.

Swinging Cost: 1 pt. per 10 m/y of Swinging Movement; +1 pt. per x2 NCM. Swinging costs no END.

Teleportation

A character with this power can disappear from one point and appear at another, without traveling in between. He can prepare one extra phase to teleport 2x his base distance; this distance can be increased by purchasing Non-Combat Multiples. He may also increase the amount of mass he can take with him.

Teleport Cost: 1 pt. per 5 meters of Teleport; +1 pt. per x2 Distance (requires an extra Phase to use), +1 pt. per x2 his Mass (requires an extra Phase to use), 1 pt. per 5 memorized locations; 1 pt. per 1 floating location (i.e.; a location that can be changed by taking at least one Round to memorize a new location).

Tunneling

Tunneling allows the character to move through the ground by creating a tunnel roughly his own size. The tunnel is normally left open behind the character; closing it is an option, listed below. Tunneling begins at a 0 Move. This distance can be increased by purchasing Non-Combat Multiples.

Cost: 1 pt. per 2 meters of Tunneling through a DEF of 1. +2 DEF for +1 pt.; fill tunnel in behind you for +2 pts. Uses 1 END per 10m/yds travelled.

Adjustment Powers

Adjusting a Fusion Characteristic or Power is done in multiples of 5; you must roll at least 5 pts. on your dice to have any effect. The Characteristic that the Adjustment Power affects must be chosen when the power is purchased. *Example: Draino hits Strongman with his amazing STR Drain power; Draino rolls his 5D6 and comes up with a total of 17. 17/5 is 3 and some fraction. Draino drops the fraction, and Strongman subtracts three points from his STR.*

Power or Characteristic points gained or lost via an Adjustment Power return to their previous value at the rate of 1 Power or Characteristic point a Round. This rate can be adjusted up the Time Table (see Using Your Skills) for the cost of a x1/4 multiplier per level. Thus, to have a Drain that returns at 1 pt. per hour would be 4 steps up the Time Table, for a total of a x1, or 4 pts. a die.

Absorption

The ability to absorb part of an attack and increase your own power. This does not act as a defense. To determine the power of an attack, count the number of dice rolled. To determine your Absorption threshold for that round, roll the number of dice indicated. Absorption effects will fade at a rate of 1 level per Round.

Absorption Cost: 1 pt. per 1D6 of Absorption threshold. Uses no END.

Aid

The ability to temporarily raise your (or someone else's) Characteristic or Power. If Aid raises Characteristic above its starting value, the additional Aid will fade at a rate of 1 level per Round. Aid that restores a Characteristic to its normal levels does not fade. The maximum number of points that can be added through Aid is equal to the highest value that could be rolled on the die in one roll.

Aid Cost: 2 pts. per 1D6 of Effect; No Range (touch only). Cost= 1 END per pt.

Drain

The ability to temporarily lower one of your target's Characteristics or Powers. Drain effects will fade at a rate of 1 level per Round.

Drain Cost: 2 pts. per 1D6; No Range (touch only). Cost= 1 END per pt. used.

Transfer

The ability to temporarily lower one of your target's Characteristics and Powers, and transfer it to one of your Characteristics or Powers. The Characteristic or Power lowered does not have to be the same as the Characteristic or Power increased. Transfer effects will fade at a rate of 1 level per Round.

Transfer Cost: 3 pts. per 1D6. No Range (touch only). Transfer costs 1 END per pt. used.

Ranged Aid

The ability to temporarily raise your (or someone else's) Characteristic or Power. Unlike normal Aid, this is usable at Range.

Ranged Aid Cost: 3 pts. per 1D6 of Effect. Ranged Aid costs END to use.

Ranged Drain

The ability to temporarily lower one of your target's Characteristics or Powers: Unlike normal Drain, this is usable at Range.

Ranged Drain Cost: 3 pts. per 1D6. Ranged Drain costs END to use.

Ranged Transfer

The ability to temporarily lower one of your target's Characteristics and Powers, and transfer it to one of your Characteristics or Powers. The Characteristic or Power lowered does not have to be the same as the Characteristic or Power increased. Unlike normal Transfer, this is usable at Range.

Ranged Transfer Cost: 9 pts. per 2D6. Ranged Transfer costs END to use.

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Size Powers

Growth

The ability to grow bigger. In general, Growth doubles your height, width and mass for every point invested. (This is a simplified formula; see the table on Page 72 of the Hero System Rulebook for more precise information about this power).

Growth Cost: Each 1 pt. gets you +1 STR, x2 Mass, -1" Knockback, +1 BODY, +1 STUN. Each 3 pts. of Growth also gives you -2 DEX for Combat Purposes, x2 Height and Width, x2 Reach. Growth costs 1 END per point used.

Shrinking

The ability to get smaller, which also gives you several advantages. (See the Shrinking table on Page 84 of the Hero System Rulebook for more information, but note that in Fuzion the rate at which you get smaller has been doubled)

Shrinking Cost: 2 pts. gets you 1/4 height and width, 1/16th Mass, +2 DEX for Combat Purposes, -2 to all PER Rolls made against you, +6 meters Knockback when you are attacked. Shrinking costs END to use.

Enhanced Senses

These powers give a character the ability to sense things beyond the range of normal human senses. A character can buy several Enhanced Senses to reflect a wide array of sense. For ease of organization, all the senses have been grouped into Sense Groups. These groups can also affect some of the other powers, like Darkness and Flash Attacks.

Sense Groups

- Sight:** Normal Sight, IR, UV
- Hearing:** Normal Hearing, Ultrasonic Hearing, Sonar
- Radio:** Radio Listen & Transmit, High Range Radio Hearing, Sonar
- Smell Taste:** Normal Smell, Discriminatory Smell, Tracking Scent, Normal Taste, Discriminatory Taste
- Unusual Senses:** Spatial Awareness, N-Ray Vision, Clairsentience
- Mental:** Mental Awareness.

Enhanced Sense costs are listed below. Enhanced Senses cost no END to use.

Active Sonar: The character emits high-frequency sound that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with Ultrasonic Hearing. Active Sonar is a targeting sense. Cost 3 pts.

Discriminatory Sense: The character can make a Perception check to absolutely identify and analyze an object with a certain sense. Cost 1 pt.

Enhanced Perception: +3 with one sense for 1 pt.; +2 with all senses for 1 pt.

High Range Radio Hearing: The character can hear and transmit up and down the radio and television communications bands. Cost 2 pts.

Infrared Vision: The character can see heat patterns and traces. The character has normal Perception checks at night, but can only perceive outlines of people and objects. Cold objects will be very dark while hot things may be blindingly bright. Cost 1 pt.

Mental Awareness: The character can sense the use of Mental Powers. A character with this sense can "see" both the user and the target of Mental Attacks that are used in the character's line of sight. Cost 1 pt.

Microscopic Vision: The character can view nearby objects at 10x magnification. This power may be purchased more than once; the second time allows 100x magnifications, the third time 1000x, etc. Cost 1 pt. per level.

N-Ray Vision: The character can make normal sight Perception checks through most materials. The character must define a rea-

sonably common substance that his N-Ray Vision cannot see through. Cost 4 pts.

Radar Sense: The character emits radio waves that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with High Range Radio Hearing. Radar is a targeting sense. Cost 3 pts.

Radio Hearing & Transmit: The character can hear and transmit on local AM, FM, and Police band signals. Cost 1 pt.

Range: This allows a character to use a non-ranged sense at range. For example, a character who bought this for his sense of taste would be able to taste objects at range. Cost +1 pt.

Spatial Awareness: The character can sense his surroundings without having contact with them. A character with this sense can operate normally in total darkness or when blinded, but cannot sense fine details. Spatial Awareness is a targeting sense. Cost 5 pts.

Targeting Sense: The character can use a non-targeting sense (like smell or hearing) as a targeting sense to locate targets in combat. Targeting Sense can be bought with any normal or special sense. Cost 4 pts.

Tracking Scent: The character can track someone or something by scent with a successful smell Perception check. Cost 2 pts.

Ultrasonic Hearing: The character can hear very high and very low frequency sounds. Cost 1 pt.

Ultraviolet Vision: The character sees at night as well as he does during the day (no night penalties are taken). This assumes there is some UV light coming from the stars. If there is no UV light (such as in the power *Darkness*) then the character gains no advantage. Cost 1 pt.

360 Degree Sensing: The character can make a Perception check against any point around him; this makes it much more difficult to surprise the character. Cost 2 pts. for one Sense Group; 5 pts. for all Senses.

See in the Dark: The character can see in total darkness (including the Power) as though it were normal daylight. Cost 2 pts.

Other Powers

This is a catch-all category for powers that don't fit into any other categories.

Change Environment

A character with this power can make minor changes to the surrounding environment. The character could, for example, make it rain, create light, create an intense (but non-damaging) magnetic field, or the like. The environment create must be chosen when this power is purchased.

Change Environment Cost: 1 pt. gives you the ability to change the environment for two m/yds, x2 Radius for +1 point. You can vary the environment for double the cost of the power. Change Environment costs 1 END per point per Phase to use.

Clairsentience

This power makes one of the character's senses (usually normal sight) work at a distance. It generally works as if the character were standing some distance away from his current position. The maximum range the character can project his senses is the points spent on the power x 50 m/yds.

Clairsentience Cost: 4 pts. gives you a PER Roll with one sense, +1 pt. per additional Sense; +2 pts. per additional Sense Group. See in the future is +4 pts.; See into the Past is +4 pts.; See into other dimensions is +4 pts. Double Range for +1 pt. Clairsentience costs END to use.

Density Increase

With this power, the character may become stronger and physically tougher by increasing his density. This increased density does not alter the character's appearance.

Density Increase Cost: 1 pt. gives you 2x Mass, +1 STR, +1 PD, +1 ED, -2 m/y Knockback. Density Increase costs END to use.

POWERS LIST



Desolidification

Allows character to become insubstantial and walk through walls and ignore attacks. A character buying this power must choose the special effects of a reasonably common group of attacks that *will* affect him while he is desolid. Mental Attacks still affect the character unless he buys extra points of this power.

Desolidification Cost: 8 pts. to become desolid, +4 pts. if it affects Mental Powers as well. Desolidification costs END to use.

Extra Limbs

A character with this power has one or more extra limbs. These limbs can be extra arms, a prehensile tail, or anything else. Extra Limbs have no effect on combat, but can have other uses in the game.

Extra Limbs Cost: 1 pt. for any number of extra limbs. Extra Limbs costs no END.

Instant Change

A character with this power can instantly change from one identity to another and back again.

Instant Change Cost: 1 pt. for the ability to change to your costume; 2 pts. to change to any set of clothes. Instant Change costs no END.

Stretching

A character with this power can stretch parts of his body, attack at range (2m/yds per point spent) and reach for things at long distance.

Stretching Cost: 1 pt. for 2 meters (4 meters of non-combat) Stretching. Stretching costs 1 END per point used.

Multipowers

Because characters use only one attack Power at a time, you can buy Multiple Attack Powers (or Multipower) at a reduced cost. A Multipower costs as much as the largest attack power in the group. Each power in the group also costs 2 points. Only one of the powers in a Multipower may be active at any time. On the character sheet, list the cost of the largest attack power in the Multipower slot, and list the cost of each power in the multipower as "2m".
Example: If your character has three attack powers that normally cost ten points each, you would pay 10 points for the Multipower and 2 points for each type of attack for a total of 16 points.

GENERIC HEROES

These are basic guidelines for typical heroes in the comic genre. Powers are listed; exact power levels are left up to the user.

The Weatherman

Create Fog [Darkness]
Tornado [Telekinesis, Area Effect]
Wind Riding [Flight]
Weather control [Change Environment]

The Fireball

Fire Blast [Ranged Killing Attack]
Fireflight [Flight]
Heat Attack [Energy Blast]
Fireball [Explosion]
Fire Body [Desolidification]

The Brick

Tough Blue Skin [Armor]
Really Tough [Knockback Resistance]
Spends rest of Points increasing STR, BODY, STUN

The Energy Blaster

Optic-Laser Stun [Energy Blast]
Optic-Laser Blast [Ranged Killing Attack]
Optic Deflection [Missile Deflection]

The BugMan

Insect Wall-walk [Clinging]
Webslinger Action [Swinging]
Insect Spring [Superleap]
Danger Sense [Enhanced Perception]

The Big Claw

Unobtainium Claws [Killing Attack]
Unobtainium Body [Armor]
Regeneration [Buy up REC w/ Ref's OK]
Superstrength [Buy up STR]



MENTAL POWER PLUG-IN

Mental Powers are still another kind of superhuman ability. However, since (unlike flying, energy blasts or invisibility) they are often encountered in science fiction and (or at least some people believe) real life settings, they rate their own special Plug-In.

Mental Powers are all based on a character's mental, rather than physical abilities. They directly affect the target's mind, ignoring conventional defenses. Mental Powers are targeted with the mind, using WILL + Use Power Skill to target instead of REF or DEX.

All Mental Powers are invisible to characters who don't themselves have a Mental Power or Mental Awareness. However, the target of a Mental Power can sense the source of the attack and the identity of the attacker. This identification occurs immediately for *Ego Attack* or *Mind Scan*; for *Telepathy*, *Mind Control*, or *Mental Illusions* it occurs after the Power is no longer affecting the character.

MENTAL/PSIONIC POWERS

Mental Attack

The ability to directly attack another mind. Mental Attacks are Stun only, have no effect on inanimate objects, and have no knockback or Stun Rollover.

Mental Attack Cost: 2 pts. per 1D6 of damage. Uses WILL to target. Ego Attack costs END.

Mental Defense

Characters who are resistant to Mental Powers use this power. A character with Mental Defense can resist some of the effects from Mental Attack, Mental Illusions, Mind Control, Mind Scan, and Telepathy. **Fuzion Note** Mental Defense is bought as a Power (see POWERS pg.126)

Mental Defense Cost: 1 pt. per 5 Mental Defense. Mental Defense costs no END.

Mental Illusions

The ability to project illusions directly into the target's mind. These illusions seem real to the target, and can even do damage. The subtler the illusion, the more likely it is to affect the target.

Mental Illusions Cost: 1 pt. per 1D6 of effect. Uses WILL to target.

Mental Illusions costs 1 END/Phase. For every 1 pt. spent in the illusion, you can do 1D6 STUN. or for every 3 pts., you can do 1D6 Killing.

Mind Control

This power can take control of a character's mind, and thereby his actions. Once again, the subtler the control (you must issue verbal commands), the more likely it is to affect the target.

Mind Control Cost: 1 pt. per 1D6 of effect. Uses WILL to target. Mind Control costs 1 END per Phase.

Mind Link

This variation of telepathy sets up a two-way mental link, within the area of one planet, allowing instant mental communication. Both ends of the link must be willing in order for a Mind Link to be established.

Mind Link Cost: 1 pt. per one specific mind; +1 pt. to for a related group of minds, one mind at a time; +1 more pt. for any one mind; +1 pt. for 2x the number of minds; +1 pt. for any distance; +1 pt. for any dimension. Mind Link costs no END.

Mind Scan

The ability to establish a line of sight to a target via your tremendous mental powers. The LOS is a two-way connection; the target will know where the attacker is and can use Mental Powers to defend himself. Modified by number of minds in scan area (see table)

Mind Scan Cost: 1 pt. per 1D6 of effect. Uses WILL to target. Mind Scan costs 1 END/Phase.

Telepathy

This power allows the character to read or send thoughts. Surface thoughts are relatively easy to read; deeper thoughts or the subconscious take quite a bit more effort to reach.

Telepathy Cost: 1 pt. per 1D6 of effect. Uses WILL to target. Telepathy costs 1 END/Phase.

NUMBER	Mod
1	0
10	-2
100	-4
1,000	-6
10,000	-8
—increasing by -2 for every multiple of 10.	

1 RESOLVING MENTAL POWER USE

Resolving Mental Attacks:

- 1) The attacker adds his Willpower+Use Power Skill to make the attack. The Defender adds his Willpower+Concentration to Defend.
- 2) If successful attacker rolls the DC of the Mind Attack (which is determined by how the power was purchased), then...
- 3) Subtract the target's Mental Defense (if any) from damage done.
- 4) The target takes the remaining damage as Stun. Mental Attacks do no collateral or rollover damage.

Resolving all other Mental Powers:

With the exception of Mental Attack, Mental Powers are resolved as follows:

- 1) The attacker decides on the appropriate effect desired from the Power. *Example: "I want to Control his mind to follow me into the trap."*
- 2) The attacker adds his willpower+ Use Power Skill to make the attack. The Defender adds his Willpower+Concentration to Defend.
- 3) The attacker rolls the DC of the Mental Power to determine the effect number.
- 4) Subtract the target's Mental Defense (if any) from the effect number.
- 5) Multiply the target's Willpower by three to determine his **Resistance** (a Derived Characteristic), and then compare the results to the most appropriate chart below.
- 6) If the attacker's effect number exceeds the value needed for the desired effect level on the chart, the defender may attempt to make a **Legendary** (Difficulty value of 20) using his Willpower+Concentration. If this roll is successful, the target loses his next action, but is not otherwise affected by the attack. If the roll is missed, the target takes full effects from the Mental Power.

MENTAL ILLUSIONS RESULT	EFFECT
>than Resistance	Attacker can make cosmetic changes to setting
10 >than Resistance	Attacker can make major changes to setting
20 >than Resistance	Attacker can completely alter setting
30 >than Resistance	Target no longer interacts with real environment

Modifiers (subtracted from Effect Number) can be applied at any level):

- +10 Target can take STUN from illusory attacks
- +20 Target can take Killing Damage from illusory attacks

MIND CONTROL EFFECT IS	EFFECT
>than Resistance	Target will perform action he is inclined to perform anyway.
10 >than Resistance	Target will perform actions he wouldn't mind doing.
20 >than Resistance	Target will perform actions he is normally against doing
30 >than Resistance	Target will perform actions he is violently opposed to doing.

Modifiers (subtracted from Effect Number)

- +10 Target will not remember actions performed while Mind Controlled
- +20 Target will remember actions and will think they were natural
- 5 Order is worded in exceptionally convincing manner.
- +5 Order is poorly conceived or contradictory.

TELEPATHY EFFECT IS	EFFECT
> than Resistance	The telepath can read or send surface thoughts.
10 >than Resistance	The telepath can read deep, hidden thoughts.
20> than Resistance	The telepath can read into the target's memory
30 >than Resistance	The telepath can read into the target's subconscious.

MIND SCAN EFFECT IS	EFFECT
> than Resistance	Attacker can establish Mind Link or use first level of Telepathy (communication.) He also knows the direction of the target.
10 >than Resistance	Attacker can use all Mental Powers on target, and can estimate general distance to target.
20 >than Resistance	Mentalist can attack with all types of attacks, mental or otherwise. (Mind Scan as a Targeting Sense). He knows the exact location of the target. To hit with a non-mental Power, the attack must be able to reach the target. Remember that Mind Scan works both ways. The target will receive all of the benefits the attack gets from the use of this power.

MARTIAL ARTS PLUG-IN

Martial Arts. Kung Fu kicks, Karate chops—or, at the most esoteric and powerful levels, Ki strikes that slam an opponent with the force of the master's sheer will. As a Martial Artist, you have had training in a specialized Martial Art, allowing you to use Martial Arts techniques, as well as perhaps building your own Martial Arts style of combat with new techniques if your GM (and campaign) permits.

CAMPAIGN STYLE	COST OF MARTIAL ARTS
<input type="checkbox"/> MARTIAL ARTS ARE VERY RARE	x3
<input type="checkbox"/> MARTIAL ARTS ARE UNCOMMON	x2
<input type="checkbox"/> MARTIAL ARTS ARE COMMON	x1
<input type="checkbox"/> CHINESE ACTION THEATRE (EVERYONE HAS MARTIAL ARTS)	x 0.5

1 HOW COMMON ARE MARTIAL ARTS IN YOUR CAMPAIGN?

Don't just *assume* everyone in your game is a Streetfighting, Mortal-Buttkickin' Ninja Teenager. Remember, up until the 1960's, almost no one in Western culture knew *anything* about Martial Arts; there were few schools and what few there were didn't often admit non-Asians. By the mid 80's, Martial Arts schools (thanks to guys like Bruce Lee) were pretty much everywhere. Yet over in the far East, there were literally thousands of martial arts schools, sub-schools and styles.

The **Martial Arts Multiplier Dial** (above) reflects this by allowing you to set the cost of buying Martial Arts in your campaign; you can make them cheap or expensive, depending on the setting and availability. Here are a few guidelines:

- **VERY RARE:** Settings like the Old West, Victorian England, Pre-Industrial Europe.
- **UNCOMMON:** Settings like Post WW II America, Victorian Far Eastern Colonial settings (Hong Kong, India, Singapore, Macao, Shanghai, Manila), or in any place where Martial Arts are restricted by ethnicity, culture, military or religious reasons.
- **COMMON:** Today's Western cultures; all Asian cultures throughout time, most science fiction settings, or in any setting where Martial Arts training is commercially available to everyone.
- **CHINESE ACTION:** Everyone not only has martial arts, but everyone is a would-be kung-fu master. Examples would be any Chinese action flick styled campaign, any samurai film-styled setting and most animé campaigns.

To determine the OP cost to buy Martial Arts training, simply multiply the overall cost of the training (next page) by the multiplier for your campaign setting. *Example: buying Karate has a base cost of 9 in a Martial-Arts common culture (like 1990s California). However, in a Martial Arts Uncommon setting (like 1870s Tokyo, where few schools will teach non-Japanese), the price would double to 18.*

2 PICK A SCHOOL

Once you establish your campaign's Martial Arts level, the next thing is to pick what kind of schools of Martial Arts will be available. The list below are of the most common types of martial arts studied today:

AIKIDO: This is a Japanese art founded in 1942 by Morihei Uehiba and derived from the earlier Aikijutsu. It stresses discipline and a non-violent attitude. The art, as practiced in combat, concentrates on balance, rhythm and use of an opponent's force against himself. It largely involves redirecting an opponent's energies, especially in throws and takedown maneuvers.

KUNG FU: *Kung Fu*, in Chinese, simply means "hard work" or "skill." Kung Fu is a very fragmented art, with innumerable different styles and techniques. The Kung Fu style listed here is a "generic" style, concentrating on strikes (both hand and feet) and specialized weapons.

KARATE: Karate was developed from the same ancient traditions that led to the development of Kung Fu. By the fifth century AD, on the Okinawa Islands, a weaponless combat style called *te* ("hand") had developed. Later, when the teachings of the Shaolin Temple in China were carried to Okinawa, some of the Shaolin techniques were infused with the *te* art. Karate is much like Kung Fu, but has fewer techniques.

JUDO: This Japanese art grew out of the integration of the weapons techniques of *katori shinto ryu* and grappling techniques during the 15th century. The usual Judo technique involves bearing an opponent to the ground and then pinning him there or rendering him unconscious. The art utilizes hip throws, shoulder and neck locks, and a sacrifice body drop.

WRESTLING: Wrestling, as a martial art, dates back into prehistory. In history, famous examples of wrestling arts include the wrestling practiced in Greece, China, and India from their earliest recorded histories. Wrestling continues today as a popular collegiate and professional sport. The version here can be defined as either realistic wrestling or the showier style of TV's "pro" wrestling.

STREETFIGHTING: This a generic martial art practiced by many superheroes and Hollywood Tough Guys. It can be used to simulate someone who learned to fight on the streets.

Can't Find Something You Like?

Get creative! You can either rename an existing school to make it sound more interesting, or even build your own using the various techniques listed on the next page (each technique costs 2 points). *Example: Chas wants to build a futuristic fighting form called MoK-To, based on the planet Aldebaran. He builds it using Martial Block, Martial Dodge, Nerve Strike, and Ki Strike; his total cost is 8 Option Points. His GM further rules that since MoK-To is restricted to only the Shadow Monks of Aldebaran, Chas must either adventure there to convince the monks to teach him, or spend the multiplier for Uncommon (x2) raising the overall cost to 16 points.*

Fist of the— What?

In animé, video games and some martial arts films, martial arts also include incredible feats of levitation, energy blasts and mind control. These are better simulated by using the *Powers* and *Mental Powers* plug-in's of *Fuzion* to create powers which are then grouped and purchased (on a point basis) like regular Martial Arts training.

3 What Do I Get for the Points?

In addition to the techniques of their schools (you can take more than one), all characters with Martial Artists abilities may increase the power of their attacks by taking the option of **EXTRA DAMAGE**. This allows the character to do more damage with martial arts maneuvers than his Strength might otherwise indicate. Each level of Extra Damage purchased adds +1D6 damage or +1 STR to the effect of the maneuver, as appropriate. **Extra Damage Costs 2 Option Points per level.**

MARTIAL ARTS PLUG-IN

MARTIAL ARTIST ACTION SUMMARY & STYLE LIST

ACTIONS	NOTES	AIKIDO	KUNG FU	KARATE	JUDO	WRESTLING	STREETFIGHTING
BASIC STRIKE	Add 1D6 to your normal STR-based damage, +2 to DEX		X	X			X
BREAKFALL	Take 1/2 normal falling damage, regain feet as a Free Action,	X			X	X	X
DEFENSIVE STRIKE	Strike. Adds +1 to REF, +3 to DEX	X					X
KI STRIKE	Ranged HTH attack at -2 REF. Damage as normal, or trade 1D6 for each successive m/yd of distance from target.						X
KILLING STRIKE	Does killing damage at -2D6 to STR, -2 REF		X	X			
MARTIAL ARTS WEAPONS	Trained in the use of all hand to hand martial arts weapons, (tonfa, nunchaku, sai)		X				
MARTIAL BLOCK	Blocks all but bladed weapons, adds +2 to DEX, REF	X	X	X		X	X
MARTIAL DISARM	Disarm, with a +2 to STR during the maneuver.	X	X	X	X		
MARTIAL DODGE	Adds +5 to DEX for dodging purposes that phase	X	X	X			X
MARTIAL ESCAPE	Adds +3 to STR for escape purposes	X			X	X	
MARTIAL GRAB	Adds +2 to STR for purposes of the Grab	X			X	X	
MARTIAL THROW	+Target knocked prone, takes damage, must spend 1 Action to get back up again.	X	X		X	X	X
NERVE STRIKE	Does 2D6 damage, no Stun Defense; -2REF		X				
OFFENSIVE STRIKE	Adds +2D6 to basic strike, at -2 REF, +1 DEX.			X			X
SACRIFICE THROW	Martial Throw, with +2 to REF, Target and Attacker <i>both</i> knocked prone.				X	X	
TOTAL POINT COST OF STYLE		16	16	12	12	12	16

BASIC STRIKE: The character has been trained in how to deliver an attack with greater force than a normal punch. They add 1D6 to their normal STR-based damage, +2 to DEX.

BREAKFALL: The character has been trained how to fall without hurting himself, and can roll to his feet from most falls.

DEFENSIVE STRIKE: This attack is more of a probe than a full-out attack. It can represent a jab, a quick strike, or any other attack where the attacker is more concerned about defending himself than really damaging his opponent. Adds +1 to REF, +3 to DEX.

KI STRIKE: With the proper training, and proper strength of will, some characters can make hand-to-hand attacks at range. As it is difficult to project your *ki* over a great distance, the damage of this attack decreases with distance.

KILLING STRIKE: This attacks allows the character to do killing damage attacks without using a weapon. A Killing Strike can be striking a limb to break it, a throat or kidney punch, the classic "karate chop," or any other appropriate type of blow.

KUNG FU WEAPONS: The character is trained in the use of martial arts weapons, and can use these weapons with his martial arts Actions.

MARTIAL BLOCK: This is a trained block. A character with this maneuver is very good at blocking melee attacks. Adds +2 to DEX, REF

MARTIAL DISARM: The character has been trained to knock weapons (and other objects) out of his foes' hands. A disarm will only affect items that are held with one hand; two-handed objects must be grabbed away. +2 to STR during the maneuver.

MARTIAL DODGE: You've practiced getting out of the way of attacks. This dodge will work against ranged as well as melee attacks. Adds +5 to DEX for dodging purposes that phase

MARTIAL ESCAPE: You've been taught how to get out of even the strongest grab or hold, adding +3 to your STR for escape purposes

MARTIAL GRAB: The character has been trained on how to grab and hold his foes.

MARTIAL THROW: Instead of striking, a character with the Martial Artist Talent may declare he is *throwing* his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength Damage. After being thrown, the defender is prone, and must act after the attacker next round regardless of their Initiative rolls. A thrown target may not use his Athletics skill to automatically roll to his feet; he must spend one action instead.

NERVE STRIKE: This is a strike targeted at the vulnerable nerve clusters of the human body. As such, the target does not get his SD versus this attack. Since a good deal of accuracy is needed to land these blows, the attacker must spend at least one round aiming at his target before using this attack. Does 2D6 damage, at -2REF

OFFENSIVE STRIKE: This is an all-out attempt to mangle your target. An Offensive Strike covers a flying kick, a full-out haymaker punch, or any other full out style attack. Adds +2D6 to basic strike, at -2 REF, +1 DEX.

SACRIFICE THROW: This maneuver represents any move where the attacker falls to take down his opponent. It can be a judo throw, a sliding takedown, a football tackle, or any other move where both the attacker and his target end up on the ground. Martial Throw, with +2 to REF, Target and Attacker *both* knocked prone. If this attack missed, the attacker is on the ground at the feet of his opponent anyway. Not a good place to be.





MEKTON PLUG-IN

Vehicles. Planes, trains, automobiles; they're easy to classify. But what about space stations, cosmo ray-beam projectors, giant robots or sexy skintight powered armor suits? Where do they fit in? Are they Vehicles? Gadgets? Armor? Inventions? Luckily, the Japanese, who love technology, have given the lexicon of high tech the perfect term: **MECHA.** Derived from the word *mechanism*, mecha are any complex machine, generally requiring some type of pilot or operator. Mecha include cars, planes, helicopters, ships, spacecraft, giant robots, powered armor, and more.

In general, since mecha are pretty much always super-heroic vehicles, they are purchased like other kinds of superpowers. (In fact, GM's can elect to allow players in super-heroic settings to spend points on mecha instead of powers, or a combination of both).

BASIC GENERIC MECHA CONCEPTS

Although these rules don't deal with the actual process of constructing specific mecha (this may vary from campaign to campaign) all "mechanism" designs involve the same elements:

ARMOR: Most mecha have armor to provide physical or other types of defense. *Example: The Mega-Rapier assault mecha has a Killing Defense of 100 in it's mighty armored hull plates*

KILLS: A measure of very large scale damage or the ability to take large amounts of damage. *Example: The Mega Rapier's 100 PD translates to 2 Kills.* See the Damage section for more on Kills.

MANEUVER VALUE [MV]: How responsive the mecha is to its pilot or operator. The MV value is applied to the pilot's REF (& DEX for Powered Suits) whenever Actions are taken or Initiative is rolled.

MOVEMENT: The way the mecha gets around (if it can). Usually expressed as a MOVE characteristic, but different types of Movement may be employed by the same mecha; these are detailed in their descriptions. *Example: The RoboBike can drive like a motorcycle (Surface MOVE 25), fly like an aerodyne (Flying MOVE 2) and run like a person (Running MOVE 20).*

SENSORS: Vehicles with transparent canopies usually don't rely on computerized information, but machines whose cockpit is enclosed by armor needs sensor systems. If such a machine loses its sensors in battle, its pilot suffers -4 to all combat rolls.

STRUCTURE: Being inanimate, mecha record their damage as either Structural Damage Points (SDP); particularly large or tough mechanisms use Kills, a way of measuring BIG damage.

1 Choose a form:

What is your mecha going to look like? Is it a giant robot, a crimefighter's car or maybe a super jet? In general, there are five common types of mecha, each with its own special abilities:

Humanoid: This is the form used to create the "giant robot" of Japanese animé. In smaller forms, it can be used to create power armor or personal fighting armors. **Abilities: +3 to MV; this is the only form that can use hand weapons.**

Vehicle: This is the form used to create cars, tanks, boats and submarines. In general, this form consists of a main body and some type of movement system on the underside, such as wheels, treads, props, thrusters or ground effect (GEV) systems. **Abilities: Surface Move +3, -1 MV.**



Fuzion and Mekton Z

Fuzion's Mecha Plug-In allows the creation of simplified mecha that are fairly compatible with the MEKTON Z RPG. While not intended to offer all the powerful features of its "parent" system, this Plug-In allows Referees and players to easily create new vehicles for Fuzion campaigns.

The Fuzion Plug-in differs from its MEKTON Z parent in the following ways:

Spaces: Space are ignored in Fuzion. If you plan to convert back to MEKTON Z (which uses Spaces), assume 1 space per each Kill in your mecha, with each weapon/thruster using 1 space per point. Wheels and Treads neither contribute nor use spaces.

Servo/Torso Kills: In Fuzion, Torso Kills are assumed to be 2 per level. Servo Kills in Fuzion are generalized to be 1 per level; in MEKTON, arms and legs are really 1+(1 per level); other parts remain the same.

Movement: To convert MEKTON movement to Fuzion, multiply your MA by 5. To get MA from Move reverse the process, dividing MOVE by 5 to get MA.

Weapons: All FUZION weapons are designed as generic, using the projectile weapon construction rules from MZ+ (to get exact matches for other types, you must use each specific case from MZ+).

STYLE: A cool-looking enough mecha can actually add to its operator's Presence Characteristic in much the way that a Ferrari can enhance anyone's coolness. Such Styling is always expressed as a bonus to the pilot's PRE characteristic.

WEAPONS: Many mecha have built-in or carried weapons. These operate much as other weapons do, but due to their large size and awesome power, their capability to do damage is often measured in flat KILLS rather than DICE of damage.

WEIGHT: Most mecha, being complex machines, weigh a fair amount. This is usually measured in kilograms or metric tons.

Special Systems:

These are special systems that are unique to certain mecha designs. If present, they are always outlined as part of the mecha's description for the individual campaign.

TRANSFORMATION: Certain types of mecha can change from one form to another, or otherwise vary their configuration to achieve different effects. This takes 1 Action and is usually part of the mecha's description; the transformer's abilities are also usually listed with this description.

AUTOMATED OR INTELLIGENT SYSTEMS: These are highly advanced computers that can operate the mecha independent of a human pilot. These are generally described as one or two characteristic "characters" (INT and REF for example), unless they are intended to be fully realized artificial intellects.

SYNCHRO-SYSTEMS: These are systems that react or interface with their human operators to a level where they actually enhance their performance. Synchro systems usually give a bonus to their pilot's REF and/or DEX characteristics or WA.

Animorphic: This is the form used to create animals of all types, from giant tigers to spiders. The animorphic form usually consists of a main body and two or more pairs of legs; a tail is optional. **Abilities: +2 Surface MOVE. +1 SDPs or KILLS (as applicable) to melee damage.**

Aircraft: This is the form used to create all types of flying vehicles, including spaceships. In general, this form consists of a main body and two or more paired wings; although an aircraft doesn't require wings in many cases. **Abilities: Thruster speed doubled, -2MV.**

Bases This is the form used to create non moving, protected places. The form consists of a main body (in this case, the largest "room" and several extremities (or subrooms/ passages). A Base cannot be moved. **Abilities: +2 Armor SDPs or KILLS (as applicable), 360° firing arc.**

MEKTON PLUG-IN

2 Buy the Parts

Decide how big the **main body** (aka the torso) of your vehicle is. The examples on the table will give you a few ideas of rough sizes; pick the closest approximation. Now, buy your main body. If you have heads, arms, legs, wings, tentacles, wheels, treads or other extremities (aka servos) attached to the main body, buy these next. Extremities may not be more than 1 level greater than the Main Body and Servos with SDP *may not* be combined with Kills.

LEVEL	EXAMPLE	MAIN BODY	PP	WEIGHT	EXTREMITIES OR ARMOR	PP	WEIGHT
MICROLIGHT 1	LIGHT BODY ARMOR	10SDP	0.3	10KG	5SDP	0.1	5KG
MICROLIGHT 2	HVY BODY ARMOR	20SDP	0.4	22KG	10SDP	0.2	11KG
MICROLIGHT 3	CYCLE, SMALL CAR,	40SDP	0.5	.4TON/400KG	25SDP	0.3	.3TON/300KG
MICROLIGHT 4	CAR, COPTER, POWER ARMOR	60SDP	0.8	.6TON/600KG	35SDP	0.5	.4TON/400KG
MICROLIGHT 5	BIG CAR, SMALL TRUCK	80SDP	1.0	.8TON/800KG	45SDP	0.6	.5TON/500KG
MICROLIGHT 6	TRUCK	100SDP	1.5	1TON/1000KG	50SDP	0.7	.6TON/600KG
SUPERLIGHT	SMALL PLANE	2K	2	1TON	1K	1	.5TONS
LIGHTWEIGHT	APC, ARMORED CAR	4K	4	2TONS	2K	2	1TONS
STRIKER	FIGHTER JET	6K	6	3TONS	3K	3	1.5TONS
MEDIUM STRIKER	TANK	8K	8	4TONS	4K	4	2TONS
HEAVY STRIKER	CARGO JET	10K	10	5TONS	5K	5	2.5TONS
MEDIUMWEIGHT	SMALL GIANT ROBOT	12K	12	6TONS	6K	6	3TONS
LIGHT HEAVY	JUMBO JET	14K	14	7TONS	7K	7	3.5TONS
MEDIUM HEAVY	TYPICAL GIANT ROBOT	16K	16	8TONS	8K	8	4TONS
ARMORED HEAVY	BIG GIANT ROBOT	18K	18	9TONS	9K	9	4.5TONS
SUPERHEAVY	SMALL SHIP, SPACESHIP	20K	20	10TONS	10K	10	5TONS
MEGAHEAVY	HUGE GIANT ROBOT	22K	22	11TONS	11K	11	5.5TONS

3 Buy Armor

This is the **Killing Defense (KD)** of your vehicle. You'll use the same column of the table as you did for Extremities. The KD level of armor on the table above is as listed for that level; the Power Point **cost** is the KD multiplied by the number of extremities and your main body combined. You may not armor a mecha higher than 2 levels over its Main Body level, all areas must be armored at the same level, and you may *not* combine SDPs with Kills.

4 Choose Weapons (if any):

Using the weapons table below, choose how you want to arm your mecha. Weapons are purchased by their **damage classes**, not by any specific weapon; the weapons listed are only examples. Feel free to invent the effects and style of the weapon you want. Weapons are constructed by buying the basic DC or Kills of the weapon, then buy the range and accuracy of the weapon. **Note:** The largest weapon you may place on any Microlight main bodied mecha is 3K.

DC	TYPICAL WEAPON EXAMPLE	BASE COST
DC 7	LIGHT RIFLE	5
DC 8	HEAVY RIFLE	8
DC 10	50 CAL MACHINEGUN	10
DC 11	MAN PORTABLE HOWITZER	11
DC 12	15MM CANNON, MAN PORTABLE LASER CANNON	12
DC 13	20MM CANNON	13
1K	RAILGUN, 30-50MM CANNON, LT. BEAM GUN	14
2K	60-80MM CANNON, ROCKET POD, BEAM SWORD*	15
3K	90-100MM CANNON, MECHA MACHINE CANNON	16
4K	120-140MM CANNON, BEAM CANNON	17
5K	150-200MM CANNON, MECHA MELEE WEAPON*	18
6K	HVY. AUTOCANNON, MISSILE POD, HVY. BEAM GUN	19
7K	300MM CANNON	20
8K	HVY. BEAM CANNON	21
9K	ARTILLERY CANNON, MECHA HOWITZER	22
10K	LARGE ARTILLERY CANNON, MEGA BEAM CANNON	23
11K	BATTLESHIP CANNON	24
12K	CRUISE MISSILE, 18IN BATTLESHIP CANNON	10

*RANGE IS AUTOMATICALLY 1.

Ranges & WAs

The Base **Range** for a ranged Weapon is 200m/yds; you'll add +1 for every doubling of range. **Weapon Accuracy (WA)** is purchased at +1 point for each additional level over a starting base of +0.

5 Get a Final Total of SDP or Kills

Now, add the SDP (or Kills) of your main body, all extremities, all armor and all weapons together. This is the total SDP or Kills of your vehicle.

6 Buy Thrusters

Thrusters allow your mecha to fly. To determine a cost, multiply total weight (Body, Armor, Extremities) by x 0.0075 for mecha a ton or more, or 0.125 for mecha *under* a ton. Then multiply *that* result by the MOVE you want as your top flight speed and round off. *Example:* For a 76.5 ton mecha to fly at a MOVE of 100 would cost 57 OP ($76.5 \times 0.0075 = 0.57$; $0.57 \times 100 = 57.3$ rounded to 57.)

But even with a MOVE of 100, our mecha barely gets over 400 mph. So how do we get faster mecha? We get around this by using a game convention called **THE AFTERBURNER RULE**. With this rule, you can buy the Option (below) to move at one Mach level (@750mph) for every 100 MOVE of thrusters purchased. This Mach Speed is *only* useable in high speed, straight line, **non-combat** movement.

7 Buy Options

Now decide what options you want to add to your mecha. **Options** (like hands, computers, etc.) are purchased as add-on parts. (Note that hands, claws, talons etc. must be bought for each extremity they'll be used on. Body Armors don't need hands; the operator's hands will do). Buy these options separately from Cost Multipliers (below).

Cost Multipliers are options applied *overall* to your mecha to get the effects you want. Choose the Cost Multiplier you want, add them *together* to get one Cost Multiplier number, then apply that to your mecha's Cost. Add *that* result to the mecha's Base Cost to get its Total Cost.

OPTIONS			
Hand	2ea	Security system	0.5
Claw	4ea	Escape System	1
Talon	2ea	Pincer	2ea
Sensors	4ea	Weapon Linkage	1ea
Computer	1 per level of INT	Containment Facilities	1 per person
Laboratory	1 per type of speciality	Storage	0.1 per 50kg
COST MULTIPLIERS			
Auto systems	x0.1 for each level of INT, REF, DEX +5 skills at +5 each		
Land Speed	x0.05 per +5MOVE, no max.		
Faster Than Light Speed	x1.25		
Mach Speed	x25		
Maneuverability	0.1 per +1MV, up to max of 0.		
Scale up Kills by factor of 10 (weight goes up x10)	x25		
Scale up Kills by factor of 100 (weight goes up x1000)	x500		
Stealth or Cloaking Field (defined by GM)	x0.3		
Style	x0.01 for each +1 bonus to Pilot's PRE, to a max of +3		
Sublight speeds (escape velocities, up to 1AU per day at GM's choice)	x0.75		
Synchro Systems	x0.5 for +2 to Pilot's REF & DEX, +1 to all WA's		
Transformation	Total Cost x 0.3 for every form taken		
Water Propulsion	x0.025 for every +5 MOVE		

8 Calculate Your Surface Move & MV

Add up the weight of all the parts of your mecha to determine its total weight. Then check below to determine its MOVE and its **Maneuver Value** (i.e., how maneuverable it is—MV reduces your REF, and thus your piloting/driving skills).

Example: Our 76.5-ton Beastmecha has a MOVE of 15 and an MV of -7.

Weight	MOVE	MV	Mph/Kph
<1 TON	35	0 to REF	70/105
01-19t	30	-1 to REF	60/90
20-29t	25	-2 to REF	50/75
30-39t	25	-3 to REF	50/75
40-49t	20	-4 to REF	40/60
50-59t	20	-5 to REF	40/60
60-69t	15	-6 to REF	30/45
70-79t	15	-7 to REF	30/45
80-89t	10	-8 to REF	20/30
90-99t	10	-9 to REF	20/30
100t +	10	-10 to REF	20/30

EXPERIENCE

1 EXPERIENCE: IMPROVING YOURSELF

Sooner or later, you will want to improve your Skills, Characteristics or Powers from the levels at which you purchased them at. There are several ways in which to do this:

Study & Practice: You get a how-to book and start reading/practicing. Study is the hardest method, you have no idea of where to begin and no one to correct your mistakes. In general, it takes about 1 month of study to gain 1 point. The biggest limit to this method is that you can only improve your skill to a level of 3.

Being Taught: Superior to book learning. The teacher must have a higher level of skill than the student and must have the time to teach (how long this takes is up to the GM). But even the most knowledgeable teachers may not be any good at transferring their knowledge; that's where the skill of *Teaching* comes in. The teacher averages his skill in the subject to be taught with his Teaching skill; he may then teach the student up to that level of skill. How long this takes is up to the GM, who can award points over the passage of time (usually 1-2 points per month).

Experience: Still the best teacher. Whenever you do something really well, the GM may award you with 1-2 Option Points right on the spot. The problem is that these points are applied to the skill you were using to get the award. Therefore, if you want to get better in a skill you should use it very chance you get.

Another way to improve Characteristics, Skills and other Campaign Options comes into play AFTER character creation; winning Option Points through adventuring with the character. There are two major ways to gain these points:

Roleplaying: While it isn't exactly part of the game reality, Referees should always reward their players for how well they play the character; after all, that's why we're doing this. Here are a few suggestions:

ROLEPLAYING	AWARD
Player was clever, inventive, or roleplayed well	1, 2 pts.
Player solved a mystery or major point of plot	1 pt.
Adventure was resounding success	2,3 pts.
Base points for being in scenario	1, 2 pts.

Assigning Points: The GM can also give out points for specific skills or attributes, or even assign those points to a particular Skill, Power or Perk as a bonus over and above the regular points for a session. We like to call this the "Radiation Accident Gives Player New Powers Rule," because it is best employed whenever a player undergoes a particularly meaningful adventure that may well change his life

2 Buying Stuff with Your Points

So the GM just dumped a whole load of points on you—great! But how do you use them? Much like real currency, all Option Points need to be cashed in to buy or improve Skills, Powers and Gear (even Characteristics with your GM's agreement)

- **TO BUY UP SKILLS:** ONE point for each LEVEL of the new skill . *Example: To buy a skill from 3 to 4 would require 4 Option Points.*
- **TO BUY UP CHARACTERISTICS:** FIVE points for every one point of Characteristic improvement, plus the permission of the GM. *Example: to improve your REF from 5 to 6 would require 5 Option Points and your GM's agreement.*
- **TO BUY UP POWERS** (if applicable): FIVE points for every one point of Power improvement, plus the permission of the GM. *Example: to improve your Energy Blast from DC3 to DC4 would require 5 Option Points and your Ref's agreement.*
- **TO GENERATE CASH:** 1 Option Point equals 100 dollars (or other money unit, plus the GM's permission. *Example: to gain \$500.⁰⁰ would require 5 OP and your Ref's OK.*



It's Christmas Time!

Experience is one of the most problematic parts of running a campaign. Too little, and your players become frustrated at not accomplishing anything; too much, and they become jaded because everything is too easy.

One trick to maintaining both balance and excitement is to use the "Christmas" theory of experience; keep the awards relatively small from game to game, with a *large* award at the end of an entire adventure arc. The award should be in a discreet "Christmas Present"—a coveted vehicle (or points which can only be used to create a vehicle), "Special training" (where Skill points must go to a specific Skill area), or a "Radiation Accident" that provides points that create or improve specific powers.

THE RULE OF X

This is a very important option for Referees who want more control over their campaign's growth. The Rule of X is a simple way to set the overall power of the campaign, and to keep it at that level.

Simply, the Rule of X limits how powerful characters can start off at in a campaign. (Well, the GM can of course break this rule for the Non-Player Characters, but the players must stick to it.) Here's how it works.

FOR ATTACKS: The Damage of your largest physical attack added to your Reflex plus your Skill in that attack cannot be greater than X.

FOR DEFENSES: Your Hits divided by 5, plus your largest Defense/5, added to your Dexterity plus your applicable defensive Skill cannot be greater than X.

The value of X depends on the power level you want for the campaign. For instance, a superhero campaign might start with the Rule of 20. A character with a STR of 12, and a Reflex of 6, could have no more than a Skill of 2 with his hand-to-hand attacks ($12 + 6 + 2 = 20$). A martial artist with 40 Hits and a Dexterity of 7 could have no more than a 5 Skill with his martial attacks ($(40/5) + 7 + 5 = 20$). Some suggested values for the Rule of X are.

CAMPAIGN STYLE	RULE OF X
<input type="checkbox"/> EVERYDAY [REALISTIC]	14
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	16
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	18
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	20
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	22
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	24

The Rule of X primarily is used to set the initial power level of a campaign, and is not generally used to limit characters after their creation (although it's a good idea to keep it in force *all* the time when running superheroic games). Instead, the GM should use the Rule as a *guide* for handing out experience or powerful "goodies" that might unbalance the campaign.

The Rule of X can be changed during the course of a campaign to let characters become more powerful, if the GM so desires. This current Rule of X should also be applied to all new characters entering the campaign.

TIME, TURNS & SPEED

Now that you've created a character, its time to use him or her in the gaming environment. This means learning how Time (and Turn Order), Facing, Distance and Movement work in the Fuzion system.



1 IT'S FUZION TIME!

Fuzion uses two ways of measuring time. The first, **ROLEPLAYING TIME**, works just like it does in real life; dividing reality into seconds, minutes, hours, days, weeks, etc.

THE TIME TABLE	
1 PHASE =	3 SECONDS
1 ROUND =	12 SECONDS
5 ROUND =	1 MINUTE
	5 MINUTES
	20 MINUTES
	1 HOUR
	6 HOURS
	1 DAY

The second way, **COMBAT TIME**, is far more exacting. In Combat, time is divided into **3 second combat PHASES**. (Note: In HERO, this is roughly equivalent to Speed 4.) Anything that takes longer than a phase is considered to be a **LONG ACTION**, and will take at least 12 seconds (one **ROUND**) to complete. In extreme cases, you may even want to use minutes or hours to describe especially long actions.

2 WHO GOES FIRST?

Each Phase, every player (who isn't unconscious or otherwise out of the fight) gets to do something during the phase. But who goes first? This is decided by determining **initiative**. There are two Switch Positions for determining initiative:

SWITCH 1: (better for group of characters vs. Ref-run melees.) The character with the highest REF always acts first in a phase. They may also be allowed to hold their action (see *Wait* under *Advanced Actions*) and act later in the phase. The character with the next highest REF score acts next and so on. If the characters are still tied, then roll a die to break ties at the start of combat; the higher number goes first.

SWITCH 2: (best for Character vs. Character melees) At the beginning of each phase, each character rolls 3D6 and adds their REFLEX Characteristic. The character with the highest total acts first for that phase (they are also allowed to hold their action and act later in the phase.) The character with the next highest total acts next and so on. Roll an additional die to break ties; high number goes first.

Once the phase order has been determined, each character takes their **TURN**. Then the next character gets a chance to do their action, until all characters have had their chance to act. Then the sequence begins again with a new phase.

3 SO IT'S MY TURN. NOW WHAT?

Once your turn comes up in the phase, you can start taking **ACTIONS**. Actions are basically things you can do within the span of a few seconds, like use a weapon, dodge, or even start an Action that may stretch over several phases (like picking a lock).

What Can I Do As An Action During My Turn?

You can do **one thing** each Phase. This could include:

- ATTACK
- MOVE
- DODGE
- NON COMBAT ACTION

Each one of these things would be considered an Action.

Free Actions

These are things you can do automatically, without spending any of your Actions. An example would be standing up, using *Breakfall*, maintaining a Power (*Darkness*, *Telekinesis*, *Force Field* and *Invisibility* to name a few) that's already been turned on, or any power that doesn't require a roll. To be sure, ask the GM of your campaign what Actions are free in his game.

4 Speed

In order to give the proper flavor to superheroic combat, we've added the Speed Characteristic to this rev of Fuzion. A character's Speed is the number of Phases the character may act in one Round. Normally in Fuzion, every character gets 4 Phases in each Round. When using the Speed characteristic, each Round is divided into 12 Segments of 1 second each. Refer to the Speed Chart to find when your character takes a Phase. The character's Speed is across the top of the chart, and the Segment is listed along the left; each X indicates when a character gets a Phase. For instance, a character with a Speed of 5 gets to act on Segments 3, 5, 8, 10, and 12.

Each Round, the GM should begin by counting off the segments ("Segment 1, segment 2...") until a Segment is reached where a character has a Phase. All characters with a Phase in that Segment get to act, following the usual rules for determining who goes first. Combat usually begins on Segment 12, giving everyone a chance for an action and then a free Recovery (at the end of each Segment 12, all characters get a free Recovery without having to use a Recovery Action). Targets that are surprised would not act in Segment 12.

Characters can choose to act at a lower Speed in a Round (thus saving Endurance). The character's acting Speed must be chosen before Segment 1, and the character must stay at that lower Speed for the entire Round.

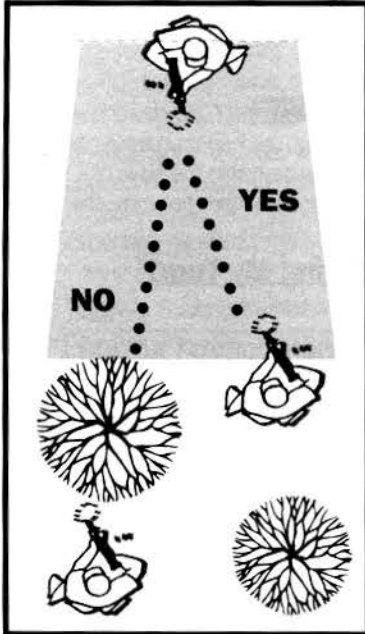
PHASE	CHARACTER'S SPEED											
	1	2	3	4	5	6	7	8	9	10	11	12
1	—	—	—	—	—	—	—	—	—	—	—	X
2	—	—	—	—	—	X	X	X	X	X	X	X
3	—	—	—	X	X	—	—	X	X	X	X	X
4	—	—	X	—	—	X	X	—	X	X	X	X
5	—	—	—	—	X	—	—	X	—	X	X	X
6	—	X	—	X	—	X	X	X	X	X	X	X
7	X	—	—	—	—	—	X	—	X	—	X	X
8	—	—	X	—	X	X	—	X	X	X	X	X
9	—	—	—	X	—	—	X	X	—	X	X	X
10	—	—	—	—	X	X	—	—	X	X	X	X
11	—	—	—	—	—	—	X	X	X	X	X	X
12	X	X	X	X	X	X	X	X	X	X	X	X

5 An Alternative to Speed

A shorthand way to deal with reaction times is to give players *extra* actions instead of using a Speed chart. For every 4 points of Speed (or 8 pts of REF) the character has, he gets one additional Action each phase (essentially Speed 4 in the HERO system).

CHARACTER SPEED	1-4	5-8	9-12	13-16	17-20	21-24
ACTIONS EACH PHASE	1	2	3	4	5	6

DISTANCE & MOVEMENT



1 FACING

Facing is the direction you are pointing. Since many Fuzion games are played "in head" (without maps), the rule is that you can face anything positioned forward of your shoulders (illustration).

When using a standard gaming hex map, characters can normally "face" through any three adjacent sides (not corners) of the hex they are standing in.

A Note about Using Figures

One reason we've used the meter-yards formula for computing distances in Fuzion is that it corresponds pretty well with a generic 6 foot character (ok, a meter isn't exactly 3 feet, but for convenience's sake, it works well enough). This allows you to use almost any size of figure in play—the actual figure becomes a useful 2 meter/yard "yardstick" to measure distances. Army men, action figures, even fashion dolls—anything can work with this simple scale system.

2 Line of Sight and Firing Arc

Facing is only part of the story. The other part is whether or not you can actually see (and attack) your intended target. This is called **Line of sight**.

Shooting Blind

When something is between you and your target, it blocks your line of sight. You may still shoot at it (assuming your weapon can penetrate the obstacle), but will have to attack *blind* (making a Perception Roll with a Difficulty Value determined by the GM. A successful roll allows you to shoot at a -2 to your REF; an unsuccessful roll increases this to -4.

WHAT YOU CAN SHOOT THROUGH

Trees • Brush • Smoke • Tents • Glass • Snow

WHAT YOU (USUALLY) CAN'T SHOOT THROUGH

Concrete • Brick • Metal • Ice

Partial Cover

An obstacle may also only *partially* block your line of sight, allowing you to try and shoot around it. Determine how much of your target is exposed, then reduce your Attack roll as below:

COVER	MODIFIER
Half Body.....	-2
Head and Shoulders Only.....	-3
Head only.....	-4
Behind someone else.....	-4
Target prone.....	-2
Target crouched or kneeling.....	-1

3 DISTANCE & MOVEMENT

Distance in Fuzion can be measured in either meters or yards (we admit to fudging the numbers a bit to allow us to use the same values for each; in reality a meter is slightly longer). Measurements will always be listed in both, usually with the abbreviation "m/yds". Either way, you should pick one unit of measure and stick with it.

Movement is the distance a character or vehicle can move in a phase—this value is always determined by your MOVE characteristic. As a rule, there are two scales of Movement used in Fuzion. The first scale is **FIGURATIVE MOVEMENT**; the raw MOVE score compared to another MOVE to see which is faster overall. This is best for simple speed decisions.

The other is **LITERAL MOVEMENT**; a measurement of actual distance. This is best for realistic distances. As a general rule:

- Multiply the MOVE of the character or mecha by 2 m/yds per phase to determine its "combat" or "running" distance.
- Multiply the MOVE of the character or mecha by 3 m/yds per phase for its non-combat or sprinting distance.

HINT: We don't really recommend even bothering with literal movement above speeds of 50. Most of the time, you'll want to just use a general speed, determined as below:

- To get KPH ground speeds, multiply the non combat or combat move of the object by 3 kph. *Example: with a non combat move of 18, I run at 54 kph.*
- To get MPH ground speeds, multiply the non combat or combat move of the object by 2 mph. *Example: with a non combat move of 18, I run at 36 mph.*

Special Case: Mach Airspeeds

- To get most KPH airspeeds, you'll multiply the combat move of the object by 3 kph. However, if the vehicle is especially fast, it may be able to apply the **AFTERBURNER RULE** (pg.137), which allows it to increase its non-combat velocity to Mach values (@1125kph) for every 100 points of MOVE. *Example: at a MOVE of 250, my jet moves at an "afterburner" move of Mach 2 (roughly 2,244 kph).*
- To get combat MPH airspeeds, you'll multiply the non combat or combat MOVE of the object by 2 mph. Applying the **AFTERBURNER RULE** to those with that option will allow them to move at a non-combat velocity of Mach 1 (750mph) for every 100 points of MOVE. *Example: at a MOVE of 200, my jet moves at a non-combat "sprint" of Mach 2 (roughly 1,500 mph).*

4 MOVEMENT RULES

A few basic rules govern how you move during a phase:

- In *Fuzion*, objects accelerate or decelerate at a rate of 10 MOVE per phase.
- You may not move (or shoot) through any solid person, object or thing (see illustration above).
- Your movement will be slowed by the type of terrain you cross over. Terrain is rated as *Easy*, *Rough* and *Very Rough* and reduces your overall MOVE characteristic in the following manner:

EASY	ROUGH	VERY ROUGH
No Reduction	Halves MOVE	Quarters MOVE

Note that the roughness of the terrain doesn't mean that it's full of rocks; just that it's **hard to cross**. **ROUGH** terrain could include choppy waves, turbulent air, or light brush. **VERY ROUGH** might be mud, snow, ice or thick brush. **EASY** would be grass, sidewalks and open skies. The terrain type is decided on by the GM, and is based on the majority of terrain you will be crossing over that phase. *For example, if you ran over 4 m/yds of Easy terrain and 6 m/yds of Rough, the GM would probably rule that you were moving through Rough Terrain that phase.*



TAKING ACTION

Whenever your character tries to do something (called taking an Action), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you'll just tell the GM what you're doing, and no die roll is needed.

But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where TASK RESOLUTION comes in. All tasks in Fuzion are resolved with the same formula: take the relevant CHARACTERISTIC and add to it the relevant SKILL, resulting in an ACTION VALUE [AV]. Then add a die roll to your AV to create an ACTION TOTAL [AT]. Compare the resulting AT to a DIFFICULTY VALUE (below). If you equal or exceed the DIFFICULTY VALUE, you succeed!

WHICH CHARACTERISTIC DO I USE?

Usually common sense will tell you what Characteristic to use:

INTELLIGENCE	Memory, problem solving
WILLPOWER	Ability to face danger, fear, stress
PRESENCE	Interactions with others.
TECHNIQUE	Manipulating tools, instruments
REFLEXES	Fighting and driving/control skills
DEXTERITY	Physical Abilities. Dodging, athletics
CONSTITUTION	Resistance to pain, disease, shock
STRENGTH	Muscle mass and physical power
MOVEMENT	Running, swimming feats

...or the GM can decide if it's in dispute.

WHICH SKILL DO I USE?

The GM will usually decide which Skill fits the task best. *Example: when attacking with a weapon, use the Weapon Skill for that weapon or Hand to Hand if you're using your fists. If Driving a car, use your Driving Skill instead, and so on.*

WHICH DIE ROLL?

This is one of the basic decisions you have to make before you begin playing Fuzion: what Dice should you use? While standard 6-sided dice are always used for damage, in Fuzion, you can use either 3 six-sided dice (the HERO OPTION) or one 10-sided die (the INTERLOCK OPTION) for resolving actions. The GM should decide at the start of the campaign what kind of dice will be used; this will then be in effect for all characters within that campaign.

Your AV (CHARACTERISTIC+SKILL) + a DIE ROLL vs the DV (DIFFICULTY VALUE) + 10 (or a DIE ROLL)

WHAT'S THE DIFFICULTY VALUE [DV]?

The DIFFICULTY VALUE [DV] is a number you must roll equal or higher than with your combined ACTION VALUE and a DIE ROLL. DIFFICULTY VALUES come in two flavors: OPPOSED and UNOPPOSED:

OPPOSED: When attempting a task against another character, such as attacking someone, the DIFFICULTY VALUE (aka DEFENSIVE VALUE) is determined by the CHARACTERISTIC+ SKILL of the character opposing you.

UNOPPOSED: When attempting a task involving non-living objects or an ability, the DIFFICULTY VALUE is given to you by the GM, based on how tough he thinks the task is. These DVs do not add die rolls or a value of 10. They are determined by using the UNIVERSAL DIFFICULTY VALUE TABLE below:

DESCRIPTION	DV	DESCRIPTION	DV
Challenged	10	Exceptionally superheroic	42
Everyday	14	Incredibly superheroic	46
Competent	18	Legendarily superheroic	50
Heroic	22	Cosmic	54
Incredible	26	Competently cosmic	58
Legendary	30	Exceptionally cosmic	62
Superheroic	34	Incredibly cosmic	66
Competently superheroic	38	Legendarily cosmic	70

In general, if a character has a Heroic Characteristic and an Heroic Skill, he has about an even chance to succeed at a Heroic task. GMs should use these values as guidelines; feel free to use Modifiers (pg. 146 & 147) to make it more or less difficult.

Difficulty Values, The Easy Way

If the GM doesn't have the UNIVERSAL DIFFICULTY VALUE TABLE handy, there's an easy way to get the right DIFFICULTY VALUE: Ask the player for their ACTION VALUE, then assign a DIFFICULTY VALUE in relation to that total: A really easy task adds -4 or -3 to the DV, an easy task adds -2 or -1, a tough task adds +1 or +3, and a really tough task adds +5 or +6.

A DIE ROLL OR STRAIGHT 10?

Fuzion's unusual "parentage" offers you two ways to resolve the DV side of the outcome. The first is the HERO OPTION (from the Champions side of the family), which uses a straight value (10) instead of a die roll. This option gives your campaigns a more predictable feeling; once your skills are high enough, you can depend on almost always making the grade. Remember; when using this option, the Attacker should roll three six sided dice.

The second is the INTERLOCK OPTION (named after RTG's core system used in Cyberpunk and Mekton), in which a 1D10 die roll is added to the Difficulty (aka Defensive) Value of the Defender. This option tends to give your campaigns a more unpredictable flavor; even the toughest characters will have to depend on Luck against an equally skilled opponent. Remember, when using this option, the attacker should always roll a single ten sided die.

Either option works equally well and both are scaled to fit the Difficulty Value Table at left



Or Do You Even Need to Roll at All?

The GM can also choose to automatically count as a success any task where the player's Characteristic+Skill total already meets or beats the Difficulty Value.

USING YOUR SKILLS



Using your Skills is the most common kind of Action outside of Combat. The first step in using a skill is determining what **Characteristic** you're going to use and what **Skill** to pair it up with when you do something:

1 WHAT CHARACTERISTIC DO I USE?

In general, common sense should tell you which Characteristic to use for a particular task, or the GM of your campaign can decide if there's a dispute. However, the following guidelines will usually apply in almost any case:

IF THE SITUATION INVOLVES	USE
...an issue of knowledge or experience or is otherwise mental.....	INT
...interacting with someone (e.g. lying to them, impressing them, etc.).....	PER
...resisting an interaction, or if it's a matter of willpower.....	WILL
...using tools, instruments or having technical affinity.....	TECH
...an issue of speed, such as races of swimming, skating or skiing.....	MOVE
...using hand-eye coordination or manual dexterity (e.g. guns or vehicles).....	REF
...engaging in gross physical movement (athletics, using fists and blades).....	DEX
...a matter of raw physical strength (mainly a Strength Feat).....	STR
...a matter of endurance and time.....	CON

The most important thing is to look at the type of task you're trying to perform *first*. This will determine the most applicable Characteristic upon which to base your Skill. One side effect of this method is that you may often find the same Skill being combined with different Characteristics, depending on circumstances and the way in which you want to use that Skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your Technique characteristic in combination with your Performance Skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your Personality Characteristic in combination with your Performance Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

2 WHAT SKILL DO I USE?

The overriding rule here is that the GM will always be the final arbiter of what Skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your Skill choice may be pretty simple; use the Skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your GM to give you a lot more leeway; maybe your Social Skill may be far more useful in convincing the gang leader to release the hostages than your Persuasion, especially if you can call upon a little known gangland code that requires he honor your request! The ability to bend Skills around to fit circumstances allows you to use one of the best strengths of the Fusion system: flexibility.

3 WHEN YOU DON'T HAVE A SKILL

Sometimes, you just don't have a Skill to use. In these cases, there are two options the GM can use. The first is the *Outta Luck* option: you just don't get a Skill to add to your characteristic. You just don't know anything about what you have to do, and you're totally relying on a Characteristic and dumb luck (a good time to use that LUCK you've been hoarding).

The second route is the *Cultural Familiarity* option. In most societies, there are very few things that can be done that aren't described in some manner or other; people shoot guns in movies; legends describe how the hero used his sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes the more *widely* educated you are, the more chance you may have run across *something* relating to what you're about to attempt. Therefore, whenever you don't have a Skill that will apply, you can gain one point for every three points of Education you currently have. And since most people start with at least 2 points of Education, one point of ADDITIONAL Education may be enough to get you a start. Use of the above rule is, of course, subject to the decision of the GM.

4 IMPROVING SKILL USE

Besides the basic ways of using skills, there are a few other variations that can improve your chances:

Trying Again

If you fail a Skill Check, you can't try again until your check has improved for some reason; you took longer, used a better tool, or made a complementary Skill Check.

Complementary Skills

A Complementary Skill Check is where the use of one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good Performance check would make the swaying (*Persuasion*) a lot easier. As a rule of thumb:

- 1) At the GM's discretion, a good roll in one skill may have a bonus effect on the subsequent use of a related skill. This bonus will be in a ratio of +1 additional bonus point for every 5 points the related skill succeeded by. *Example: Sue wants to convince Bob to go out with her (Persuasion). By making a really good Wardrobe and Style roll, she could increase her Persuasion by dazzling Bob with her sexy wardrobe.*
- 2) As a rule, this bonus will usually only affect a subsequent attempt *once*. One really high Wardrobe and Style roll won't allow Sue to convince Bob to marry her; it just helps get her the date. The rest is up to fate.
- 3) As a rule, this bonus should only involve the interaction of one skill attempt on one other Skill attempt.

Taking Extra Time

Taking extra time can also give you a bonus to your Skill Roll. For every level on the Time Table used beyond the amount of time the GM assigns to the task, add +1 to the Skill Roll. *Example: The GM says a task will take 1 minute. If the character takes 5 minutes to perform the task, he gets a +1 bonus to the Skill Roll.*

THE TIME TABLE

1 PHASE = 3 SECONDS
1 ROUND = 12 SECONDS
5 ROUNDS = 1 MINUTE
5 MINUTES
20 MINUTES
1 HOUR
6 HOURS
1 DAY

Critical Success...

A critical success is when you get lucky and manage to succeed at something you normally would have no chance in Hades to accomplish. In game play, this is simulated by allowing you to roll additional dice which are then added to the original roll to enhance it's effects. The rules for this depend on which dice option you are using:

- **If you're rolling D10:** On a natural roll of **10**, you've scored a critical success. Roll an another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.
- **If you're rolling 3D6:** On a natural roll of **18**, roll two additional D6's and add this result to your original roll.

...and Critical Failure

Sometimes even the best of the best have a bad day.

- **If you're rolling D10:** On a natural roll of **1**, Roll an another 1D10 and *subtract* the result from your first roll.
- **If you're rolling 3D6:** On a natural roll of **all 1's**, roll two additional D6's and *subtract* the result from your first roll.

ACTIONS: BASIC & ADVANCED

1 PERFORMING ACTIONS

In Fuzion, each player can perform one action per phase. But what kind of actions can you perform when your chance comes up? And how do they all work together? In general, there are two kinds of Actions in Fuzion: **Basic Actions**, which are simple descriptions of tasks you'll want to perform during your turn, and **Advanced Actions**, which represent more sophisticated maneuvers that add strategy and tactics to your game play. Both have advantages; Basic in speed, Advanced in subtlety.

The following section discusses Basic Actions a character can perform, each explained. Advanced Actions are described on the following page in their own section. Both also have useful summary pages to recap what each action means.

BASIC ACTION DESCRIPTIONS

ATTACK: Use a weapon, power or physical combat skill to harm an opponent. There are many modifiers that can affect your chance to do this (see Combat Modifiers, pg.146-147). Specific weapons may have other modifiers to take into account as well.

BLOCK: (OR PARRY) Use this Action to deflect attacks. In general, this means stopping a SPECIFIC Melee or Hand to Hand attack in addition to your normal Defense Value.

AS A RULE OF THUMB, ALWAYS REMEMBER:

- Wood damages Flesh
- Metal damages Wood
- Energy damages Metal

When Blocking an attack, make a *Hand to Hand* Defense or *Melee* Defense roll against the roll which your attacker already got past your defense roll. If the roll is successful, the attack is blocked. After being blocked, the attacker is put off balance, and must act after the target next phase regardless of normal turn order.

This is a good time to introduce the **Rock, Papers, Scissors Rule of Blocking**. As a general rule, certain defenses can be used to physically block certain kinds of attacks; against other attacks, these defenses are worse than useless. (You could lose an arm!)

DODGE: Use this Action to make yourself harder to hit. Instead of attacking, you may declare that you are actively dodging and gain +3 to your Defense Value against all attacks that Phase.

GET UP: Use this Action to stand up after being knocked down.

GRAB: Use this Action to get a grip on an opponent, a weapon, a gadget, or something else. A successful Grab allows the attacker to hold, pin, choke or throw his opponent; he may also attempt to grab a weapon from his opponent's grasp. Use an Opposed Skill check to see if you can break out of a Grab (use STR Characteristic plus Hand to Hand, Athletics or Martial Arts (whichever is highest); the attacker suffers -2 to his roll. When Grabbed, both grabber and grabbee are -3 DEX to all other attacks. The grabber can choose to do his full STR in damage to the grabbee each turn.

RUN (COMBAT MOVE): Allows character to move up to their full Running Characteristic that phase.

SPRINT (NON-COMBAT MOVE): Use this Action to move faster each phase—up to your full Sprint speed, but at 1/2 DEX and 0 REF while doing so.

OTHER ACTION: Use this Action for anything not covered by other Actions, like reloading, taking off your shirt, opening a door, or anything else you can think of. How long an Other Action takes is up to the GM; they may well decide that what you describe takes several rounds to perform, or it may have modifiers on your DEX. Some common Other Actions: drawing a weapon, getting into or out of a vehicle (or mounting or dismounting from a horse), transforming, and clearing a jammed weapon. All of these Actions take up your full phase.

THROW: This allows the attacker to use a thrown weapon (grenade, bottle, mug, small car). The object must be liftable by the character, and may be thrown using the character's *Athletics* Skill. Improvised, non-aerodynamic objects can be thrown at at -4 penalty. If the character is throwing something larger than 4 square m/yds (roughly 2x2), it can be treated as an *area* attack.



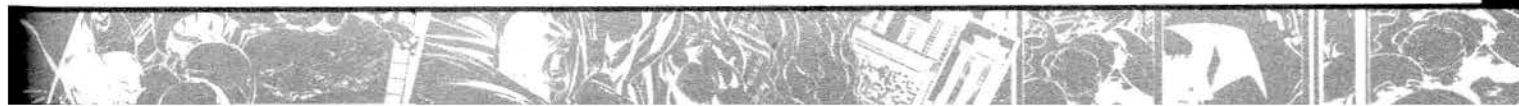
BASIC ACTION SUMMARY

ACTIONS	NOTES
ATTACK (SHOOT OR STRIKE)	Make Attack (optionally, add modifiers); autofire attacks count as one Action. Kicks do +1D6 at -1 to hit.
BLOCK	Stops any one attack with a successful Defensive Roll vs the Attacker's Attack roll. You attack first next phase
DODGE	Makes you harder to hit against all attacks this phase—adds +3 DV, but you cannot attack
GET UP	Get up from being prone
GRAB	-2 to perform; grab target or gadget; -3 Defense for both
RUN	Move up to your full Combat Move (a Run).
SPRINT	Move up to your full Non Combat Move at 1/2 DEX, 0 REF
OTHER ACTION [OR USE A SKILL]	Any single action not otherwise specified, such as reloading, mounting a vehicle, changing weapons, etc.
THROW	Throw one object (-4 if not made for throwing).

2 TURN SEQUENCE SUMMARY

Each Phase, roll one die and add your REF. During this 3-second segment, do the following:

- [A] CHOOSE YOUR ACTION: You have **1 ACTION** each Phase. These actions can be Attacks or involve other types of activity. If attacking go to [B]; if not, skip down to [D].
- [B] CHECK LINE OF SIGHT: You can attack anything positioned forwards of your shoulders, as long as nothing else is in the way.
- [C] CHECK RANGE: Each attack has a range, listed in meters/yards. If using figures, assume one figure is equal to 2 meters (or @6 feet) of range from top to base. If you are in range, you can attack.
- [D] RESOLVE ACTION: See **TAKING ACTION** [pg.141]. In general, roll 1die and add to your Characteristic+ Skill. If the action was an Attack, go to [E]. If not, go on to NEXT PHASE [F].
- [E] RESOLVE DAMAGE: If you hit, roll a number of 6-sided dice equal to the **Damage Class** (pg.150 of the Attack).
- [F] GO TO NEXT PHASE: Start again with the process.



3 ADVANCED ACTIONS

These are other Actions you can take besides the Basic ones. Remember that even this list is only a fraction of the possible maneuvers you may want to invent or add to your campaigns.

ADVANCED ACTION DESCRIPTIONS

ABORT: Characters who are being attacked, and who have yet to take their turn, may 'abort' to a defensive maneuver (Block, Dodge, or Dive For Cover) using their *upcoming* action. Characters continue to do this defensive action until they can act again in the next phase.

AIM: This action allows you to improve your chances to hit with a ranged weapon (only). Each action taken aiming adds +1 to your attack, up to three actions total. Aiming assumes a steady, braced position, no movement, and a clear chance to track your target.

CHOKER HOLD: A two hand or one arm Grab maneuver (unless you're really big and your GM allows you to use one hand or arm). Once a successful Choke hold is established, the choker will do 2D6 each phase in killing damage unless the Choke is broken by the victim.

DISARM: On a successful Attack roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker gets a STR + Hand to Hand roll versus the defender's STR + Hand to Hand roll; if the attacker wins, the defender drops the weapon. Use the area effect table to determine where the weapon falls, with your opponent in the center.

DIVE FOR COVER: This action allows you to get out of the way of explosions and area effect attacks. You make a Defense roll (using an appropriate Hand To Hand or Athletics roll if allowed by the GM), against a Difficulty Value based on the distance (base of 8 for 1m +1 difficulty for every extra 1 m/yds). If the roll is failed, you didn't dodge fast and/or far enough and were caught by the attack effects.

Diving for cover can be performed by holding an action (just in case) or by aborting to your next action if you have not yet taken your turn.

DRAW & ATTACK: By declaring this action at the start of the round, you are effectively trying to "fast draw" on your opponents. This allows you to draw and use a weapon in one action, instead of the normal two, but imposes a -3 penalty on your attack.

ENTANGLE: This allows the character to use any entangling type of attack (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defense roll. An entangled character must act as though a Grab has been made; he can't move or attack until he escapes.

ESCAPE: This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your STR+ Athletics (or Hand to Hand skills) against the holder's Athletics (or Hand to Hand) skills plus their Strength. *Example: Although Fox's Athletics is 7, her STR is only 3. Brick's Athletics is only 3, but his STR is 10. The extra 3 point edge easily allows Brick to hold Fox immobilized.*

If pitted against a **trap**, you will use your STR+Athletics Skill against a Difficulty Value set by the GM. On a successful roll, you are free of the hold and may move again. *Hand to Hand* or Tech-based Skills may also be used in default of Athletics if the GM agrees.

HAYMAKER: You throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of +3 dice, but imposes a -3 penalty to hit (because you're not worrying about keeping your balance or aiming, etc.).

MOVE BY: This action lets you use up to your full Move and make a *Hand-to-Hand* or *Melee* attack (only) at any point along that movement, at a penalty of -2 to your REF and DEX. You do your half STR damage plus 1 die for every 10m/yds moved. You will also take one third of that damage yourself.

MOVE THRU: This action lets you use up to your full Move and make a *Hand-to-Hand* or *Melee* attack (only) at the end of that movement, at a REF penalty of -1 for every 10m/yds moved and -3 to DEX. You do your STR damage plus 1die for every 5m/yds moved. You also take half that damage yourself.

RECOVER: Recovering gives you back Stun (and Endurance, if using that Derived Characteristic) equal to your Recovery score. If you choose to Recover for your action, you can do nothing else that phase. If you suffer damage while recovering, you may not recover Stun points that phase. You are at -5 DEX while Recovering.

SWEEP/TRIP: You put out a foot and send him sprawling. On a successful Hand to Hand roll, the attacker is knocked to the ground. He will be -2 to his next attack, you will gain +2 on your next.

WAIT: Allows you to INTERRUPT another player's actions during their turn. Waiting is best used when you want to wait until an opportunity exposes itself. To Wait, you must announce, when your part of the phase comes up, that you are planning to Wait. The important word to include in this announcement is *until*, stating what

condition must be met before you will act. An example might be, "I wait until Bob moves." or "I wait until I can see the whites of his eyes." If the conditions of your wait are not met, you must stand there, waiting, until the next round. When the specified condition has been met, you can elect to INTERRUPT someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." The moment your opponent pops up to shot at you (his action), you could then interrupt and fire. You need not roll to interrupt; it's automatic. This can also be used to cover an opponent—i.e.; hold a ready weapon on him—you interrupt his action (BANG!) if he attempts to escape.

ADVANCED ACTION SUMMARY

ACTIONS	NOTES
ABORT	Interrupt opponent's turn to use a Defense (Dodge, Block, Dive for Cover), at cost of your <i>upcoming</i> action this phase.
AIM	Each phase taken Aiming adds +1 to Attack, up to +3; no other Action possible
CHOKER HOLD	A Grab at - 4 REF. 2D6 Killing Attack. And you can't talk while being choked.
DISARM	Knock opponent's weapon from hand.
DIVE FOR COVER	Avoid an area attack. Defender makes REF + Athletics (or combat) skill roll vs 8, +1 difficulty per each extra meter/yard dived.
DRAW & ATTACK	Draw weapon and attack in one Action. -3 Penalty to attack.
ENTANGLE	Immobilize opponent until he can make a Escape.
ESCAPE	Escape from Grabs or Entangles, using STR+Athletics (or combat) skill vs opponent's STR+Athletics (or combat) skill.
HAYMAKER	+3 dice damage, with -3 to REF.
MOVE BY	Full Move and HTH attack <i>during</i> movement with a -2 penalty. to REF & DEX. Damage = half of STR + 1 die for every 10m/yds moved. You will also take one third of that damage yourself.
MOVE THRU	Full Move and HTH attack at <i>end</i> of move with a -1 penalty for every 10m.yds moved and a DEX penalty of -3 total. Damage = STR + 1 die for every 5m/yds moved; you will also take one half of that damage yourself.
RECOVER	-5 to Defense Value, get Recovery back in Stun
SWEEP/TRIP	Opponent falls; takes -2 penalty to his REF next phase, must spend an Action to get back up.
WAIT	Wait for a chance to take your action or hold an action til later.

LIFTING & THROWING

1 STRENGTH FEATS

One action that *doesn't* fall into the realm of the everyday in Fuzion are feats of strength. This is one place where reality must compromise with fiction, since many Fuzion settings deal with superheroes as well as more realistic types.

For most characters you can simply use one Strength scale to determine one's might. But how do you explain the abilities of most superheroes? How can a well built (but not exceptionally so) hero,—or a shapely fashion model with a thong and no visible muscles at all—lift a battleship and throw it a mile? Even if a human *could* lift a battleship, the distribution of weight around him would either (a) drive him into the ground like a nail; (b) punch a man-sized hole through the hull of the battleship, or (c) break the battleship in half. After all, what's holding up the parts of the battleship where our hero's hand's aren't?

It's pretty obvious that "entertainment" physics isn't like regular physics.

That's why the Strength table (below) can be "dialed" to suit the reality level of your campaign.

That way, characters with incredible Strength can lift the

amazing tonnages that they do in comic books and manga; even though reality doesn't support this concept (or them).

The Strength table below is for **deadlifting** the weight to waist (or dragging it). **Pressing it overhead** would be half of your Lift, **carrying (at 1/2 normal MOVE)**, **pushing or lifting it for throwing** would be reduced to **one fourth** of the listed weight.

Pushing

In a campaign like Champions, where Endurance (pg. 116) is used, the GM may allow characters to exert extra effort in emergencies; this **pushing** allows the characters to increase their STR up to a **maximum of two additional levels**. Pushing costs 5 points of END per phase for every extra level of STR you are calling upon; when you run out of END, you burn STUN points instead, until you pass out. The GM may even allow greater pushes (over 2 extra STR) in extraordinary circumstances, by requiring a successful WILL + Concentration roll be made at the time.

CAMPAIGN STYLE	MODIFY CURRENT STR BY:
<input type="checkbox"/> EVERYDAY [REALISTIC]	-3
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	-2
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	-1
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	+0
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	+1
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	+2

STR	LIFT IN KILOGRAMS	LIFT IN POUNDS	EXAMPLE
.5	36 kg	72 lbs	Small Child
1	50 kg	110 lbs	Child
2	72 kg	158 lbs	Adult female
3	100 kg	220 lbs	Adult male
4	144 kg	317 lbs	
5	200 kg	440 lbs	Lion
6	288 kg	634 lbs	Motorcycle
7	400 kg	880 lbs	
8	575 kg	1,265 lbs	Small Car
9	1.15 tons	1,265 tons	Large car
10	2.5 tons	2.75 tons	Small Semi-truck
11	5 tons	5.5 tons	Light Tank
12	10 tons	11 tons	Small Jet
13	20 tons	22 tons	Battle Tank, Whale
14	40 tons	44 tons	Large jet
15	80 tons	88 tons	
16	160 tons	176 tons	Small Freighter
17	320 tons	352 tons	
18	640 tons	704 tons	Destroyer
19	1.25 kilotons	1.375 kilotons	
20	2.5 kilotons	2.75 kilotons	
21	5 kilotons	5.5 kilotons	
22	10 kilotons	11 kilotons	Building
23	20 kilotons	22 kilotons	Loaded Train
24	40 kilotons	44 kilotons	
25	80 kilotons	88 kilotons	
26	160 kilotons	176 kilotons	
27	320 kilotons	352 kilotons	
28	640 kilotons	704 kilotons	Battleship
29	1.25 megatons	1.375 megatons	Nuclear Submarine
30	2.5 megatons	2.75 megatons	Aircraft Carrier
31	5 megatons	5.5 megatons	
32	10 megatons	11 megatons	
33	20 megatons	22 megatons	
34	40 megatons	44 megatons	Mount Everest

If STR is above 34, double the previous value for each additional level

2 THROWING STUFF

Another area where the everyday goes beyond reality in some Fuzion settings is **throwing**. For when superhumans and demigods start tossing cars around, **throwing stuff** can get a lot more interesting:

1) Compare the weight of the object to the closest approximate weight on the **Weight Modifier table**. **IMPORTANT:** You must be able to *lift* the object in order to throw it (no cheating!).

2) Subtract the Throw Modifier value from your current **Throw** (STR+4). Add +1 if the object is **aerodynamic**; also add +1 if it's **balanced** for throwing. Find your new Throw on the **Distance Table (below)** to determine how far you can throw the object. If the Throw is below .5, you can't throw it.

CURRENT THROW	Distance (m)	Distance (km)
.52m240m
16m480m
214m960m
324m1,920m
436m3,840m
550m8km*
666m17km
784m31km
8104m61km
9125m123km
10150m246km
11240m491km
12480m983km
13960m1,957km
141,920m3,932km
153,840m7,862km
168km*15,725km
1717km31,450km
1831km62,899km
1961km125,798km
20123km251,597km
21246km503,194km

*Km values rounded to nearest .5 decimal place. To get miles from km, divide by 1.5

WEIGHT (Kg)	WEIGHT (Lbs)	EXAMPLE	MODIFY THROW
Less than 2 kg	Less than 4lbs	Baseball	-0
2kg	4 lbs		-1
4kg	9 lbs		-2
9kg	20 lbs		-3
18kg	40 lbs		-4
36 kg	72 lbs	Small Child	-5
72 kg	158 lbs	Adult Male, Lamp post	-6
143 kg	317 lbs	Manhole Cover	-7
287 kg	634 lbs	Motorcycle	-8
575 kg	1,265 lbs	Small Car	-9
1.15 tons	1,265 tons	Large car	-10
2.5 tons	2.75 tons	Small Semi-truck	-11
5 tons	5.5 tons	Light Tank	-12
10 tons	11 tons	Small Jet	-13
20 tons	22 tons	Battle Tank, Whale	-14
40 tons	44 tons	Large jet	-15
80 tons	88 tons		-16
160 tons	176 tons	Small Freighter	-17
320 tons	352 tons		-18
640 tons	704 tons	Destroyer	-19
1.25 kt	1.375		-20
2.5 kt	2.75 kt		-21
5 kt	5.5 kt		-22
10 kt	11 kt	Building	-23
20 kt	22 kt	Loaded Train	-24
40 kt	44 kt		-25
80 kt	88 kt		-26
160 kt	176 kt		-27
320 kt	352 kt		-28
640 kt	704 kt	Battleship	-29
1.25 mt	1.375 mt	Nuclear Submarine	-30
2.5 mt	2.75 mt	Aircraft Carrier	-31
5 mt	5.5 mt		-32
10 mt	11 mt		-33
20 mt	22 mt		-34
40 mt	44 mt	Mount Everest	-35

MELEE & HAND-TO-HAND ATTACKS

Strike—this basic Attack Action includes punches and kicks, as well attacks using swords, clubs, knives and other melee weapons. In general, a strike can be defined as any attack made with a body part or that is powered by the strength of the body. The simplest Attack, it involves only four steps: **FACING, RANGE, LINE OF SIGHT** and **MODIFIERS**.

1 FACING & RANGE

Facing is the direction you are pointing. Since many Fuzion games are played "in head" (without maps), the standing rule is that you can clearly face anything that is positioned forward of your shoulders. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in.

Range: Can I Reach Out and Smack It?

As a rule, **Melee attacks can hit any target within 4m/yds of you; this defined as MELEE RANGE.** Polearms and other long melee weapons can hit anything within 6m/yds of you; this is **EXTENDED MELEE RANGE** and is applicable only to these weapons.

2 LINE OF SIGHT: What's in the way?

Line of sight deals with whether anything's between you and your target. Line of sight can either be:

- CLEAR** There's nothing in the way; go ahead and swing.
- OBSCURED** There's something that may block a clear view, but won't block a swing, such as smoke, or darkness. You can't see who you're fighting (the enemy is invisible, in darkness, in ambush or because you're dazzled), each phase you must make a Perception Roll (GM sets the Difficulty Value) If the roll is successful, the penalty is -2 to all subsequent Attack and Defense Values that phase. If the Perception roll is *unsuccessful*, the penalty increases to -4.
- BLOCKED** There's something in the way that you can't get through. Or, if the target is only partially blocked, swing at what you *can* reach. Determine how much is exposed, then modify your roll.

COVER	MODIFIER
Half Body	-1
Head and Shoulders Only	-1
Head only	-2
Behind someone else	-2

3 MODIFIERS: What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to Offensive Rolls. You may use some, none, or all of these rules:

SITUATION	MODIFIER
Moving target	-1 per 10m/10yd target moves
Aimed body shot . . . chest [-1], vitals, head [-6], legs, hands, feet [-4] stomach [-5] arms, shoulders, thighs [-3]	
Blinded by light, dust	-4
Tiny Target (bullseye, 1-3")	-3
Small Target (1 foot or smaller)	-2
Improvised weapon (rock, bottle, small girder)	-2

A SPECIAL MODIFIER: Surprise! It's an Ambush!

An attack that surprises the target, such as an ambush or a backstab, gives the Attacker a +5 Offensive bonus for that attack (but no initiative bonus). To lay an ambush requires the following conditions:

- The opponent is **unaware** of your location and intention to attack. He may only detect you with a successful Perception roll.
- The opponent's attention is **distracted** or focused on another situation, such as another attack or a difficult task.

4 MAKING THE ATTACK

In combat, the Attacker combines his Skill in his chosen Weapon or Hand to Hand skill with his REF and a die roll to create an **ATTACK TOTAL**. He may also have to add or subtract certain modifiers from this Attack Total to determine the final outcome. *Example: an attacking character with a REF Characteristic of 5 a Hand to Hand Skill of 6 and a die roll of 6 has a Attack Total of 17. A -2 mod for an aimed shot in turn brings this down to 15.*

The Defender combines his DEX, *Athletics* (or another skill like *Fencing* or *Hand to hand* if GM permits) skill and a die roll (in HERO, a flat value of 10 can be substituted for the roll) to produce a comparable **DEFENSE VALUE**. *Example: a character with DEX of 4, an Athletics skill of +6 and a die roll of 3 has a Defense Value of 13.* The two rolls are compared; if the Attack Total is equal or greater than the Defense Value, you hit!

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA's are not always used in Fuzion games, as their use varies from campaign to campaign. When they are brought into play, you will always find them listed in the description of the weapon. To use them, just apply the WA to your Attack roll as with any other Modifier.

GENERIC MELEE WEAPONS

Following is a list of typical weapons found in many adventuring genres, including Cost, **Damage Class** (how many 6 sided dice it throws for damage), Accuracy Modifier, and the Minimum Strength (see pg.150) required to use the weapon.

ARCHAIC/FANTASY MELEE WEAPONS

TYPE	COST	DC	ACCURACY	MIN.STR	NOTES
Battle Axe	5	6	-1	5	2h
Hand Axe	2	2	+0	3	1h
Quarterstaff	3	3	+2	3	2h/Stun
Spear	4	2	+2	2	2h
Polearm	5	5	+2	3	2h
Mace	4	5	-1	3	1h
Club	1	1	+0	1	1h/Stun
Broadsword	4	4	+0	4	2h
Short Sword	3	2	+1	3	1h
Dagger	1	1	+0	1	1h
Knife	.05	1	+0	1	1h
Whip	1	1	-1	1	1h
Javelin	3	2	+1	3	1h
Rapier	5	3	+2	2	1h
Saber	5	3	+2	2	1h
Katana	6	4	+2	2	2h

HIGH TECH MELEE WEAPONS

TYPE	COST	DC	ACCURACY	MIN.STR	NOTES
Cyber Hand Blades	6	3	+1	1	AP
Energy Saber	5	4	+1	2	2h
Monoblade	3	2	+1	2	1H, AP

KEY: 1h = One handed 2h = Two handed
AP = Armor piercing (use half armor value) S = Stun damage only



RANGED COMBAT

Ranged Combat occurs whenever you shoot at something. Any ranged weapon or attack can be “shot”—energy beams can be shot from a superhero’s hands, bullets can be shot from a gun, stones can be shot from a sling. In general, if it strikes the target from a distance, it’s Ranged Combat.

1 LINE OF SIGHT: Is there anything in the way?

Line of sight deals with whether anything’s between you and your target. Line of sight can be:

- CLEAR** There’s nothing in the way; go ahead and shoot.
- OBSCURED** There’s something that may block a clear view, but won’t block a shot, such as shrubbery, smoke, or darkness. If a character can’t see who they are fighting (enemy is invisible, in darkness, behind cover, in ambush or the character is dazzled), each phase they must make a Perception Roll (Difficulty Value determined by the GM) On a successful roll, the penalty is -2 to all Attack and Defense Values that phase. This increases to -4 with an unsuccessful roll.

BLOCKED There’s something in the way that you can’t shoot through. If the target’s only partially blocked; you can try to attack what you can reach. Determine how much is exposed, then reduce your Attack Total:

COVER	MODIFIER
Half Body.....	-2
Head and Shoulders Only	-3
Head only	-4
Behind someone else	-4
Target prone.....	-2
Target crouched or kneeling	-1

2 RANGE: Is it Close Enough to hit?

In Fuzion, “shooting” ranges aren’t based on how far the gun can shoot, but on how easy it is for a marksman to clearly see a target (if you can’t see it, you’re firing blind no matter how far your gun reaches).

This means that weapon ranges tend to overlap until they reach their Extreme ranges; as reflected in the table below. The Modifiers for each range are listed in [brackets] as well:

- MELEE** [+0] Within 4m/yds or less of the target. This is also basic Melee and Hand to Hand range.
- CLOSE** [-2] Within 10m/yds of the target.
- MEDIUM** [-4] Within 50m/yds of the target.
- LONG** [-6] 51m/yds up to the listed range of the weapon.
- EXTREME** [-6, plus -1 for every full 50m/yds past listed Range. If listed range is < 50m/yds, -4 applies to distances between Close range and listed range.] This can be “bought down” by aiming, using scopes, bracing and other things. *Example: a rifle has a listed Range of 400 m/yds. If I shoot something at 600m/yds, that raises the range modifier from -6 to -10.*

NOTE: Mecha multiply above ranges by 10; i.e. 10m/yds=100m/yds.

3 NUMBER OF SHOTS & RATES OF FIRE:

Unlike Melee weapons, most ranged attacks have a limited number of **SHOTS** (arrows, bullets, charges, etc.); this will usually be listed in the attack’s description.

RATE OF FIRE [ROF] is how many times the attack can be “shot” in a 3 second phase. Most ranged weapons have an ROF of 1 or 2, but others may have the capacity for automatic fire and ROFs of 20 or more. Like Shots, this will also be listed in the attack description.

4 MODIFIERS: What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to Attacks. You may use some, none, or all applicable modifiers to make the combat in Fuzion more exciting and realistic.

SITUATION	MODIFIER
Moving target.....	-1 per 10m/yd target moves
Target silhouetted	+2
Vehicle mounted, no turret	-4
Aimed body shot	chest [-1], vitals, head [-6], legs, hands, feet [-4] stomach [-5], arms, shoulders, thighs [-3]
Firing shoulder arm from hip	-2
Aiming	+1 per phase, up to +3 max
Braced.....	+2
Tiny Target (bullseye, eye, vital area).....	-6
Small Target (less than 1m/yd, head, limb)	-4
Large Target (trees, cars, large animals, etc.).....	+2
Very Large Target (trucks, planes, walls, side of barn)	+4
Surprise Attack (see SURPRISE, pg 146 for details).....	+5
Target Prone.....	-2

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user’s abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA’s are not always used in Fuzion games, as their use varies from campaign to campaign. However, when they are in play, you’ll find them listed in the description of the weapon. To use them, just apply the WA to your Attack roll as with any other Modifier.

5 MAKING THE ATTACK

In combat, the Attacker combines his Skill in his chosen Weapon with his REF and a die roll to create an **ATTACK TOTAL**. He may also have to add or subtract certain modifiers (such as range, cover, etc.) from this Attack Total to determine the final outcome. *Example: an attacking character with a REF Characteristic 5 a Firearms Skill of 6 and a die roll of 6 has a Attack Total of 17. A -2 modifier for range in turn brings this down to 15.*

The Defender combines his DEX, Ranged Evade skill and 10 (or a die roll i h the Interlock option) to produce a comparable **DEFENSE VALUE**. *Example: a character with DEX of 4, an Ranged Evade skill of +6 and a die roll of 3 has a Defense Value of 13.* The two; Attack Total and Defense Value, are compared. If the Attack Total is equal or greater than the Defense Value, the attack succeeds.

VEHICLES: When attacking a vehicle, the attacker will use his skill with the appropriate vehicle weapon or vehicle attack skill (such as *Gunnery* or *Heavy Weapons*). He attacks as usual, opposing his target’s skill in controlling the vehicle (such as *Driving* or *Piloting*). The resolution is completed the same as all other Combats.

TARGETING AGAINST RANGE: Sometimes, you need to hit an apple, or a tree or something else without Skills or Characteristics. In these cases, the GM will set a Difficulty Value based on the range.

MELEE (4m/yds or less).....	4
CLOSE (10m/yds or less)	8
MEDIUM (50 yds or less)	12
LONG (out to listed range of weapon)	16
EXTREME (beyond listed range)	16, +2 per +100m/yds

SPECIAL ATTACKS

1 AREA EFFECT ATTACKS

Area Effects are attacks (Energy Blasts, Shotguns, Flamethrowers, Stun Fields, Gas and other effects) that strike an area rather than a character. The area affected depends on the kind of attack made and will always be described as part of its description or construction. The outcome is determined by each defender in the area defending against a single attack total; those who fail take damage.

EXPLOSIONS

For these, the attacker rolls against a Difficulty Value assigned by the GM (see **L**). Characters take the damage in the ratio of 2 less points for every m/yd they are away from the center of the attack.

TYPICAL AREA EFFECTS	EFFECT RADIUS
Shotgun (per barrel)	1m/yd
Grenade (per die of damage)	1m/yd
Explosive (per die of damage)	1m/yd
Flamethrower (per die of damage)	1m/yd
Heavy Weapons (per Kill of damage)	4m/yds

If the character fails the Attack Roll, the center of the attack shifts 1 m/yd for every 1 point the Attack Roll was missed by, up to a maximum of 1/2 the total range to the target. Roll 1D6 to see which direction the center of the attack scatters and consult the table above. Then roll 1D6 to determine how many meters/yards the round fell in that direction.

ROLL	AREA EFFECT RESULT
1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target

GENERIC RANGED WEAPONS

Here are a few classic ranged weapons found in most common genres. This is by no means an exhaustive list, but can serve as a benchmark with which to establish your own guidelines.

ARCHAIC RANGED WEAPONS	RANGE (M/yds)	DC/COST
Bow	20per pt. STR, up to 140	4
Longbow	20per pt. STR, up to 200	7
Crossbow	200	4
HISTORIC & MODERN RANGED WEAPONS	RANGE (M/yds)	DC/COST
Colt Revolver	50	4
Light Pistol (.22)	50	2
Medium Pistol (9mm)	50	3
Heavy Pistol (.357, 10mm Auto)	50	3
Magnum Pistol (.44)	50	5
Bolt Action Rifle	100	6
Shotgun (12-Gauge buckshot)	40 Area Effect	5
Shotgun (10-Gauge buckshot)	40 Area Effect	6
Magnum Hunting Rifle (.458)	700	10
Submachine Gun (9mm)	200	3
Assault Rifle (5.56mm)	300	6
Battle Rifle (7.62mm)	400	9
Machine gun (.50 cal; 12.7mm)	800	10
Autocannon (30mm)	400	14
Recoilless Rifle (60mm)	400	15
Light Cannon (90mm)	400	16
Tank Cannon (120mm)	1000	17
FUTURE RANGED WEAPON TYPE	RANGE (M/yds)	DC/COST
Infantry Laser Gun (Bazooka-shaped)	400	12
Man-Portable Railgun	400	14
Energy Pistol (Blaster, Laser, etc.)	60	5
Energy Rifle (Blaster, Laser, etc.)	400	7

2 AUTOFIRE ATTACKS

Shooting a lot of something (bullets, fireballs, etc.) in one ranged attack is called autofire. Many guns, superpowers and other attacks have the possibility of using the autofire option (this is defined by the weapon or power used). In autofire, the weapon (or attack) fires as fast as it can in a 3 second turn. This is called a "rate of fire" [ROF] and is usually defined as part of the weapon or attack.

Autofire allows for a wide variety of combat techniques:

BURST: A burst is a limited autofire attack, usually 3 shots. Since the weapon isn't bucking around as much, there is no attack penalty. Make an Attack roll; if the defender fails his roll, he takes 1D6/2 bullets.

HOSING THEM DOWN: When using autofire against a **single target**, a normal Attack is made. To determine how many shots hit, use the **Autofire Ratio** listed below—for every X number of shots in this ratio, one round hits the target., up to the maximum number of shots fired. *Example: The Autofire ratio is set at 2. This means for every 2 shots fired, 1 hits.*

The catch? There's a 1 point attack penalty for every 10 shots fired (your gun is jumping around).

MULTIPLE TARGETS:

An autofire attack can also be directed against several targets at once.

The attack must be directed into an area called a **fire zone**, and the width (in meters) of the fire zone must be specified at the time of the attack. The total ROF of the attack is divided by the total number of m/yds in the fire zone (round down), and this becomes the total number of rounds that can possibly hit a target in that zone. The attack is made as above, with each target using its Defense Value against the attacker's single Attack roll. To determine how many shots hit, use the currently dialed **Autofire Ratio** above—for every X number of shots in this ratio, one round hits the target, up to the maximum number of shots fired. *Example: I fire into a 10 meter area with 30 rounds. (30 divided by 10 = 3). Sue, Bob and Harry each make a Defense against my Attack roll of 12 totalling 13, 11 and 7 respectively. Sue is missed, Bob takes 2 rounds, and Harry (although he loses by 5), only takes 3 because that's all that's entered his part of the fire zone.*

CAMPAIGN STYLE	AUTOFIRE RATIO
<input type="checkbox"/> EVERYDAY	1
<input type="checkbox"/> COMPETENT	1
<input type="checkbox"/> HEROIC	2
<input type="checkbox"/> INCREDIBLE	2
<input type="checkbox"/> LEGENDARY	3
<input type="checkbox"/> SUPERHEROIC	4

3 Archery Attacks

Bows are a special category of ranged attack because they're **Strength-based ranged attacks**. Bows do 1D6 of damage and have 20m/yds of range for every 1 point of STR, to a maximum STR of 7. Compound bows and longbows have a maximum STR of 10. Crossbows work like normal firearms.

4 Energy Blasts, Spells & Mental Attacks

Energy Blasts are made much in the same way as other ranged attacks, taking range and skill into account with other modifiers. The range of these attacks is based on the number of Power points spent on the attack: For every point spent on the power, you'll increase the range by 10m/yds (Example: spending 20 points gives you a 200m/yd ranged energy blast). To hit, you will use REF+Use Power Skill.

In most cases, **Mental** attacks have no range limitations; they are simply *direct* line of sight—if you can see it at all, you can hit it, no matter how tiny it is. The exceptions are Mental Attacks based on CON; these operate with the same range determiners as Energy Blasts; and **Mind Scans**, which do not require line of sight to be effective. To hit, you will use WILL+Use Power Skill.

SPECIAL ATTACKS

5 PRESENCE ATTACKS

A powerful personality can have a strong effect on other people by words, actions, or sometimes by their mere presence. We call this effect a **Presence Attack**. A Presence Attack can be many different things, depending on the intent of the attacker: Fear, awe, surprise, surrender, rage, courage, hope, commitment, or other emotions or actions.

Making a Presence Attack does not require a combat Action, though sometimes performing a combat Action makes a Presence Attack more powerful (see Presence Attack Modifiers table). Usually a Presence Attack consists of a well-chosen phrase, such as "Surrender or die!" or "Champions to the rescue — follow me!" or even just "Stop!" Roll 1D6 for every 1 point of PRE; you may add or subtract dice depending on the GM's judgement (see the Presence Attack Modifiers table for suggested modifiers). Total the dice and compare the total against each target's Resistance value to find the effect.

PRE Attack Total Is	Possible Effects of PRE Attack
≥ Target Resistance	Target is impressed; hesitates, acts last this phase.
≥ Target Resistance + 10	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
≥ Target Resistance + 20	Target is awed; may not take any Action next phase and is -5 Dexterity. May do what attacker commands.
≥ Target Resistance + 30	Target is cowed; may surrender, run away, or faint. Target is Dexterity 0, and will nearly always follow attacker's commands.

Presence Attacks depend heavily on the circumstances, so the GM should feel free to modify the number of dice in the attack. The table below has some suggested modifiers:

# OF DICE	MODIFIER
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	PRE Attack runs against current mood
-1 to -2	Repeated PRE Attack
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a power or superior technology
+1 to +3	Violent action
+1 to +3	Good soliloquy
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat

The modifiers and the effects of Presence Attacks really depend a great deal on exactly what's happening and what is intended. The GM should use Presence Attacks to increase the drama of a situation or make things more interesting.

6 VEHICLE/MECHA ATTACKS

In general, mecha combat is considered Ranged Combat [pg.43] and follows similar rules. The one exception is missile combat; missiles are defined as any weapon that can follow its target independently. How good it is at this job (and thus the Difficulty Value to beat when avoiding it) is based on how smart it is; does it just sniff a heat signature or is it smart enough to *outthink* you?

MISSILE IS	DUMB	SMART	BRILLIANT	GENIUS
TARGET #	8	12	16	20

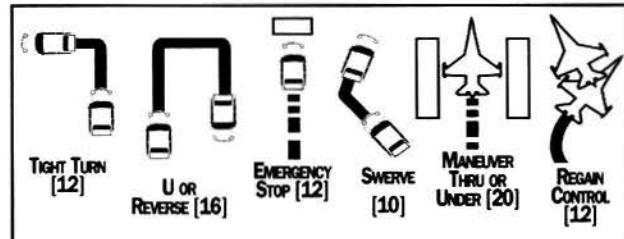
To avoid a missile hit, you must make a Piloting+REF+Die roll for at least 1D6/2 consecutive rounds. This can be modified by the use of **coun-**

termeasures, which add +2 to your Piloting rolls. Make the rolls, you're clear; miss, and you're hit. In the case of clusters of missiles fired at one time, one missile roll is made once for all missiles fired, with one missile hitting the target per point by which your Defense failed. Example: 10 missiles are fired at a jet. The jet fails its roll by 7, so 7 of the 10 missiles hit.

7 Maneuvering

Any time you try to make a vehicle do something unusual, you'll need a **Maneuver roll**.

This is done by combining your REF+Piloting (or appropriate Skill for controlling the mecha), and a die roll vs a roll and a difficulty based on the type of maneuver you're making (see below), plus any appropriate modifiers for weather, driver or road conditions.



If the maneuver isn't described above, pick the closest appropriate one to work from. If the roll is successful, you will be able to pull the maneuver off. If not, you will lose control. In a **walking unit**, you'll just fall over; you must then get back up. In a **ground unit**, this will be a *skid* (miss by 4 or more and you'll continue straight for 1D6 meters per 10mph) or *spin* (miss by 4 or less; treat as a skid, but roll 1D6 to determine new facing: 1=backwards, 2=forwards, 3-4=facing right, 5-6=facing left.). In an **aircraft**, you will probably stall (miss by less than 4) or spin (miss by 4 or more). Both require a roll be made to regain control. It's a Difficulty Value of 18 to Regain Control from a spin, and look out for that ground thing coming up at you ...!

8 Dogfighting

Sometimes, the best option is to outfly your opponent with a combination of skill and ability to maneuver.

Start by determining the position of the combatants at the start; is one closing on the other, or are they headed right at each other? This **intercept** can be determined by making a *Perception* roll on either side with the high roll choosing positions, or at GM's discretion.



To find out the **result** of an aerial or space dogfight, each participant rolls their Piloting Skill+REF+Roll plus their vehicle's Maneuver Value. The player with the **highest** roll has the **Advantage** position, based on how many points they won the roll by. The result is compared with the chart on the left; the player who has won can shoot or flee at his option. The key position is the Tailing one; because it adds +2 to your Attack roll that phase.

To break off a dogfight requires either mutual agreement, or one player making an escape. The player with the current Advantage announces his intention to break off combat at the start of the Round, and must maintain his Advantage for as many Rounds as the GM determines at the time intention is announced.

DAMAGE

So far, we've been concentrating on how to do things in Fuzion. Now, we're going to tackle stuff you won't want to do; like get hurt, knocked out, or even killed—in short, **Damage**.

1 DAMAGE AND DAMAGE CLASSES (DCs)
Damage is an abstract measure of how much something can be harmed before it is either killed, destroyed or bludgeoned into unconsciousness.

In Fuzion, all damage is measured in **six sided dice**, with each "D6" representing a unit called a **DAMAGE CLASS (or DC)**. Example: 1D6 is Damage Class 1 (or DC1).

Each point of DC represents one six sided die when rolling for damage. You roll the specified number of dice, add the results together, and the total is the amount of damage done to your target: Example: I have a DC3 handgun. I roll three dice and get a 5, a 6 and a 3. I do 14 points of damage with that attack.

Determining the DC of an Attack

With the exception of bows and spears, ranged weapons always do Damage based on the DC of the weapon. However, Damage caused by any **part of the body** is determined by the **Strength** of the attacker, with fists doing one DC of Stun damage for each point of Strength the attacker has (a kick does an extra DC on top of your STR, but suffers a -1 Attack Total penalty). Example: my Strength is 5; this means I do 5 dice (DC5) with fists, 6 for a kick.

Minimum Strength

This is the minimum STR at which you can use a melee weapon with no penalty. Below this level, you take a -1 Reflex penalty for every -1 STR and a -1 die damage penalty as well. Example: Aunt Meg, STR 2, tries to use a Battle Axe with a 5 STR Min. She'll only do 2D6 Killing damage when she hits, and takes a -3 REF penalty.

Extra Damage

Strength based attacks using weapons have a damage each weapon can do. This value is equal to the weapon's listed Damage Class (DC). For every point of STR you have *above* the minimum STR required to wield the weapon, you will do one *additional* die of damage, up to twice the weapon's listed Damage Class.

Example: Bob, STR 5, wields a dagger (STR minimum of 1). Bob had 4 more STR than he needs, so he expects to gain 4 extra dice on his attack. But since the dagger's maximum damage is only twice it's listed DC (1x2=2), Bob only gains 1 extra DC. On the other hand, Grog the Barbarian, STR 10, wields a battle axe (STR min. 5). Grog gains 5 extra dice, and since 2x's the Battle axe's listed DC (6) is 12, he gets to use all of his extra dice.

2 DAMAGING PEOPLE: Hits & Stun
But what is the damage taken from? That's where Hits and Stun come into play.

In Fuzion, all living things have **Hits**; points which represent how much damage they can take. A character generally has as many Hits as his BOD characteristic x5. One point of damage from a **weapon** or attack will remove one Hit.

Living things also have **Stun** points; a measure of how much damage they can take before they pass out from pain and shock. One point of damage from a body blow or stunning weapon will remove one point of Stun.

3 DAMAGING OBJECTS: Structural Damage POINTS (SDP)

"Soft targets" like living things take damage differently than "hard targets" (structures and vehicles). So in Fuzion, inanimate structures, vehicles and other non organic objects (commonly called "hard targets") have **Structural Damage Points** instead of Hits or Stun. SDP is different from Hits, but works the same way—one point of damage will remove one SDP.

4 KILLS: Let's talk Big Guns. Really, Really Big Guns.

In Fuzion, really big weapons do such staggering amounts of damage that they are measured in a larger scale called **Kills**, to represent the kind of massive forces associated with military level hardware, very large objects or extremely powerful attacks. Conversely, very large or tough things (tanks, giant robots, aircraft carriers, etc.) are also defined as having Kills of structure or armor to represent the huge amounts of punishment they can take.

Unlike DCs, Kills represent whole values rather than numbers of dice; a way of simplifying the bucketfuls that such attacks would normally require. So when attacking objects with Kills with weapons that do Kills, you will simply subtract the damage done from the Kills remaining, instead of rolling dice for damage.

Kills vs Hits & SDP

But there's a catch to the above: really big guns are designed to hit and damage really big targets. It's nearly impossible to apply the full force of a huge attack to a small target (like a man) because the majority of the damage just doesn't have a big enough surface area to expend itself on. Really big damage is also more likely to expend its force by hurling a small target out of the way than directly applying all of its force to the target. By contrast, it takes a lot more force to move a large object and it has a lot more surface area to absorb that force, so it stands there and takes it all.

Therefore, in Fuzion, small targets (things with damages measured in Hits and SDP) are damaged differently by large scale attacks. Small Targets (a.k.a. people, cars, motorbikes, etc) do not take the full force of Kill rated attacks. Instead, they scale down the huge damages done by Kills into smaller, dice based Hits or SDP, representing the results of this effect. As a rule, the first Kill of a Kill-rated attack will always be equal to 14DC. Each additional Kill of damage adds only 1D6 to the base 14D6, because the remaining damage effects just don't have a big enough surface to expend themselves on.

TO CONVERT KILLS TO DC, ADD 13 TO THE KILLS OF THE WEAPON.

The Bad News: All that force didn't just vanish, you know. It's just been converted into Knockback (pg.152). And since knockback subtracts the BODY (or Kills) of the target from the TOTAL DC done, chances are you still got blown several meters away. Ouch.

Example: A tank shoots a 4-Kill shell at a man wearing 45KD armor. The attack will do 14D6 for being a Kill or more, plus another 3D6 for each additional Kill; the armored fellow winds up facing DC17. The average is 60 points of damage, which is 15 points of damage after armor. He might even survive; once he gets done flying through the air from knockback.

(As a note, this convention more closely mirrors the effects of big weapons in most common roleplaying genres (science fiction, animé, superheroes, action movies), where characters are more likely to be maimed and/or hurled through the air by blast, fragmentation, or overpressure effects rather than just obliterated on the spot.)

DAMAGE

5 SUPERDAMAGE or "Then There's Those Pesky Superheroes..."

So far, so good. But what if you had small objects that could deal out superpowerful attacks? As a rule, small objects that can do Kill-scale damage (superheroes, power suits, etc.), can apply all of their damage to a very large target, simply because it's so big. So when a very powerful superhero punches a tank, all of his force ends up expended right on the tank. Therefore, whenever a small object delivers more than 13 DC in an attack on a large object, we scale its damage up to the Kill level, with the first 14DC representing one Kill, and each additional DC representing one additional Kill of damage.

TO CONVERT SUPERHERO DC ATTACKS TO KILLS, SUBTRACT 13 FROM THE DC OF THE WEAPON.

However, when superheroes bash each other, the damage remains measured on the DC scale instead of shifting up to Kills; even if Superguy can deliver the power of a tank to his enemies, it doesn't mean they can *absorb* it from him any better than they could from the tank!

(As a note: This scaling up isn't entirely realistic; but it does closely mirror the abilities of superheroes and other godlike beings as depicted in comics, movies and anim . It's also self limiting, because only superheroes or other non-realistic people will ever be able to do this sort of damage; in a realistic genre, they won't exist and in a superheroic genre, they're supposed to hammer tanks apart with their bare hands. If it makes you feel better, simply think of Superguys' mighty fists as paired HESH or KEAP anti-tank rounds—they're about the right size!).

Common Objects/Vehicles Kills or SDP

THE GREAT OUTDOORS	KD	KD IN KILLS	SDP	KILLS
Brush (per m/yd)	—	—	5	—
Rocks (per m/yd)	28	—	30	—
Large Tree, Telephone Pole	10	—	—	1
Lamp Post	14	—	30	—
Manhole Cover	—	1	30	—
STRUCTURES	KD	KD IN KILLS	SDP	KILLS
Glass (per m/yd)	3	—	5	—
Wooden wall/Fence (per m/yd)	7	—	10-15	—
Sheetrock Wall (per m/yd)	7	—	5-10	—
Brick Wall (per m/yd)	14	—	30	—
Concrete Wall (per m/yd)	14	—	50	—
Metal Wall (per m/yd)	32	—	70	—
Armored Wall (per m/yd)	—	1	—	1
Metal Lock	14	—	5	—
Wood Door	7	—	5	—
Metal Door	14	—	30	—
Vault Door	—	1	—	4
Furniture	3	—	15-20	—
Control Consoles (per m/yd)	3	—	20-30	—
Machinery (per m/yd)	7	—	30-50	—
VEHICLES	KD	KD IN KILLS	SDP	KILLS
Motorbike	7	—	20-30	—
Jeep/Small Car	7	—	35-40	—
Medium Car	10	—	45-80	—
Truck	10	—	100	—
Train	—	3	—	2 per car
Small Helicopter	7	—	40	—
Private jet	—	—	1	4
Small fighter jet	—	1	—	3-5
C-25 cargo jet	—	1	—	24
Combat APC	—	1	—	5
MBT Tank	—	4	—	8
Mini-sub	—	1	—	6
Destroyer	—	1	—	25
Cruiser	—	3	—	50
Submarine	—	2	—	100
Aircraft Carrier	—	2	—	300

6 DAMAGING PEOPLE

There are two kinds of damage that you can take from an attack; **STUN DAMAGE** and **KILLING DAMAGE**.

STUN DAMAGE is damage that creates pain and shock, but not serious injury. It's "fistfighting" damage, impacts done with the parts of the body, such as hands, feet, head (or if you have them, tails, tentacles and other blunt body parts). As a general rule, if it's part of the body and isn't sharp, it does Stun damage (the exception to this rule is futuristic "stun" weapons or "stunning" attacks).

Stun damage is always subtracted from your character's pool of STUN points, after being reduced by the higher of either your character's SD or his Armor. When his STUN points are at 0, his body will react by shutting off the pain—and passing out.

KILLING DAMAGE, on the other hand, is serious injury that can maim or kill. Anytime you are hit by a weapon, even if it's just a club, you will take Killing damage. In addition, any sharpened part of the body (fangs, claws, horns, etc), can also do killing damage.

Killing damage is always subtracted from your character's pool of Hits. When this is reduced to zero, your character is dying.

IMPORTANT TIP: Avoid Dying. It really puts a crimp in your roleplaying.

Collateral Damage

Since killing damage also causes a fair amount of pain and shock, you'll take **1 point of STUN for every 1 Hit** you lose, until you run out of Stun points. (Note: you don't get your SD!) And sometimes a Stunning blow is powerful enough that a small amount of serious damage is also done, equal to **1 point of Killing damage for every 5 STUN** that penetrate.

Stun Rollover

When you have lost all of your Stun points, any subsequent Stun damage you take will continue to convert into Killing damage at the 1/5th rate, reducing your remaining Hits—If you're beaten senseless and the beating continues, you could well be beaten to death!

Stunned

If you take more than 1/2 of your total Stun in one attack, you are Stunned. A Stunned character cannot act in the next phase and is -5 to all Primary Characteristics. He can't move, and he may take no other actions. He will remain stunned for 1 phase, becoming "unstunned" next phase.

Knocked Out

Your character is *knocked out* whenever your Stun is reduced to 0 or below: you are automatically unconscious. You are effectively knocked out, but will regain consciousness once you have recovered enough Stun to put you back over 0 again (see side table for how long this takes).

STUN LEVEL	RECOVER STUN
0 to -10	EVERY PHASE
-11 to -20	EVERY ROUND
-21 to -30	EVERY MINUTE
>30	UP TO GM
	(A LONG TIME)

Impairing Wounds

Whenever your HITS have been reduced enough, you will become **impaired**. At half of your total Hits, all of your Primary Characteristics will be reduced by 2; at 1/4 of total, they will be reduced by 4 points: a Characteristic cannot, however, be reduced to less than 1.

DEAD. MORT. FINITO.

When you reach 0 Hits, you are dying. You will be able to keep moving if you've still got Stun left, but you'll be at -6 (GM's Option) to all Primary Characteristics. You will also lose 1 additional Hit (in shock and blood loss) per round (4 Phases)—when you lose up to 2x your BODY Characteristic, you are dead.

DAMAGE

7 APPLYING DAMAGE TO OBJECTS

You can't stun an inanimate object. Therefore, objects will always take both Stunning and Killing damage the same way, subtracting it from their SDP.

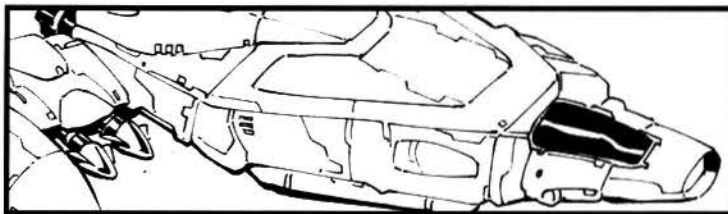
HIT LOCATIONS

Where you hit can often be just as important as whether you hit. While Fuzion usually uses a single pool of points to determine how much damage or stun your character can absorb, individualized hit locations do play a part in determining the severity of that damage (getting hit in the head, for example, is far more lethal than being hit in the arm). Hit locations also help determine if armor is being worn over a particular area or not; useful if you neglected to wear your power armor's helmet this morning! They are also used to determine the Hit Modifiers for attacking a specific area (or you can choose a location by using the Modifiers on the right). **WARNING: THIS RULE MAKES DYING A LOT EASIER!**

When using the **HIT LOCATION CHARTS** below, roll three six sided dice and modify damage as appropriate. Note that damage is multiplied AFTER penetrating armor:

ROLL3D6	LOCATION HIT	EFFECT (AFTER ARMOR)	HIT MODIFIERS
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	shoulders*	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 x damage	-5
13	vitals	1.5x damage	-6
14	thighs*	1x damage	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left



Vehicle Hit Locations

Vehicles are especially vulnerable to being hit in critical places. The following table lists most of the locations to be hit on typical vehicles (Animorphics and Humanoids have their own Hit Location table). To use this table, roll dice based on orientation to the target:

- **Attack from side: Roll 3D6**
- **Attack from Front: Roll 2D6+1**
- **Attack From Rear: Roll 2D6+4**

VEHICLE HIT TABLE					
ROLL	GROUND VEHICLE	AIRCRAFT	BOAT	EFFECT (AFTER ARMOR)	HIT MOD
3-6	Front Wheels (5%)	Flaps (5%)	Bow	1x damage	-6
7	Controls (5%)	Controls (5%)	Controls (5%)	1x damage	-4
8	Engine (10%)	Engine (10%)	Engine (10%)	2x damage	-3
9	Body	Fuselage (20%)	Hull (20%)	1x damage	-3
10	Body	Cargo	Cargo	1/2damage	-1
11	Fuel	Fuel	Fuel	2 x damage †	-5
12	Weapon	Weapon	Weapon	1/2 damage	-6
13	Crew**	Crew**	Crew**	Damage to pilot only	-3
14	Cargo	Propeller (5%)	Rudder (5%)	1x damage	X
15-18	Rear Wheels (5%)	Rudder/Verniers (5%)	Prop/jets (5%)	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left If location not there, rollagain.
† if Fuel is flammable, this is 3x damage * if shot penetrates armor

8 KNOCKBACK

Such mighty blows are delivered in some types of combat (especially between superheroes, giant robots and kung-fu action heroes), that the combatants are often knocked all over the battlefield. This phenomenon is known as **KNOCKBACK** (in its realistic form, it becomes **KNOCKDOWN**).

To determine the amount of knockback taken, subtract the BODY characteristic (or KILLS) of the targeted character from the total DC (or KILLS) of the attack *plus* 1D6. For every DC remaining, the character is knocked back one knockback "unit." The unit of measurement is determined by the style of campaign, then applied by moving the character that far straight back from the impact.

CAMPAIGN STYLE	KNOCKBACK UNIT IN M/YDS
<input type="checkbox"/> EVERYDAY [REALISTIC]	JUST KNOCKED DOWN
<input type="checkbox"/> COMPETENT [ELITE, SEM-REALISTIC.]	1/2
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	1
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	2
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	3
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	4

In the event that some-thing's in the way, move on to **Collisions** (pg.154) and see how badly you were hurt. **NOTE:** If using Kills vs Body, convert Kills to DC at a ratio of 1Kill=14DC, plus 1 for each additional Kill; if it's DC vs Kills, there is no effect until you reach 14 DC, then add 1 Kill for each *additional* DC.

Critical Effects

A vehicle need not be totally *destroyed* to make it non-functional. (You don't have to actually destroy an entire battleship to stop it. You only have to put a big enough hole in the bottom) One way to do this is to use the critical effects rule on the **Vehicle Hit Location Tables** below. **Boldfaced** listings signify critical hit locations; the value in parenthesis (X%) is the *percentage* of overall SDP that must be destroyed to incapacitate the vehicle:

Example: **Engine (10%)**

In general:

- Destroying controls, engines, rudders, props or jets will automatically render a vehicle immobile or uncontrollable.
- Destroying up to a 20% of the hull of an aircraft or water vehicle will cause it to either sink or break up.

Example: The Quadracer Z is a superpowered speedboat with 80SDP. Its engine is worth 10% of the total (8SDP), and its hull is worth of 20% (16SDP). A 8SDP hit on the engine will render the Quadracer immobile; 20 or more points of damage will sink it.

HUMANOID/ANIMORPHIC MECHA HIT TABLE [ROLL 3D6]

3D6	LOCATION HIT	EFFECT (AFTER ARMOR)	HIT MODIFIERS
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	Torso	1x damage	-3
10-11	Torso	1x damage	-1
12	Weapon	1/2 damage	-5
13	Powerplant	2x damage	-6
14	Pilot**	Damage to pilot only	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left. If location not there, rollagain. * if shot penetrates armor

ARMOR

1 DEFENSE & ARMOR

So how do you avoid getting knocked out or killed? The first way is to just stay out of the way; use your Skills and Characteristics to ward off the attack [pg.141]. But if that doesn't work, you've still got another option: a DEFENSE.

A Defense is anything that gets between you and the Damage first; clothing, armor plates, scales; even energy fields that deflect or absorb damage. All defenses have a value which is subtracted on a point for point basis from damage *before* it is taken from your Hits or Stun;

ARMOR is the best line of defense, you use that whenever possible. While most Armor provides Killing damage Defense, other types can protect against energy attacks (EKD) or even Mental attacks! Armor reduces damage just like any other defense, and will stop both Stun and Killing damage.

Your **natural physical toughness** (the **STUN DEFENSE** on your character sheet) is your next defense, but will *only* stop Stunning Damage. You'll use this as a last resort, and mostly in fistfights and other non-lethal engagements. *Example: My CON is 5, giving me a SD of 10. If 15 points of Stun hit me, only 5 (15-10) would get through.*

IMPORTANT

- If stopping **Stun** damage, always take the higher of either the armor's KD or the character's SD.
- If stopping **Killing** damage, use only the *highest* Armor KD.

GENERIC ARMOR LIST

Following are typical Armors found in many genres. The table not only lists the Armor's Killing Defense (KD), but also its defense against Energy Attacks [EKD], just in case. Armors with √ are at 1/2 against bladed weapons.

FANTASY, ARCHAIC & NATURAL ARMORS

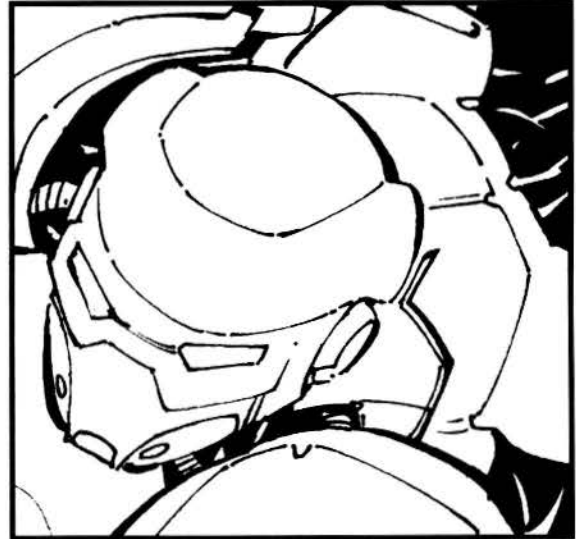
TYPE	KD/Cost	EKD	DESCRIPTION
Heavy Cloth, Soft Leather, Fur	2	NA	Thief Gear
Heavy Leather, Padded Cloth	4	NA	Animal Hides, scales
Boiled Leather, Curi-bolli	6	NA	Barbarian Armor
Heavy Animal Hide	6	NA	Tough Animal Hides
Brigantine, Ring Mail	8	NA	Bardic Chain
Scale Mail, Bezainted	9	NA	Dragon Scales
Chain Mail, Laminated	10	NA	Samurai armor
Plate & Chain, Plate Mail	11	NA	
Field Plate	12	NA	Typical Knight

MODERN ARMORS

TYPE	KD/Cost	EKD	DESCRIPTION
Light Kevlar	6	NA	Armored Clothing
Skin Weave	12	NA	Subdermal body armor
Kevlar	14	2	Lt. Armorjackets
Medium Kevlar	16	5	Med. A.Jacket
Flack	18	5	W/inserts, cable weave
Metalgear™ Plate	25	10	Plastic/Kevlar plate

FUTURISTIC ARMORS

TYPE	KD/Cost	EKD	DESCRIPTION
Space Suit	5	5	Light skinsuit
Industrial Space Suit	8	5	Hvy. metallized fabric
Military Space Suit	10	10	Metal fabric w/Plates
Body Armor	18	25	"Stormtrooper" plate
Personal Force Screen	10	25	Against Stun damage
Advanced Force Screen	14	30	Against all damage



SPECIAL ARMOR RULES FOR MECHA
The weaponry and armor used by mecha are subject to a few special cases. Take note that **ALL** of these special cases are **OPTIONAL**.

Special Case 1: Staged Penetration

In combat, attacks on mecha will always be subtracted from armor, then from the mecha's SDP. However, even the heaviest armored machines will become vulnerable after a long fight. To represent this, mecha armor often uses the idea of Staged Penetration. Each time any area of Armor is penetrated by an attack, that area loses armor protection.

- Armor rated in Kills loses **1 Kill** when it's penetrated.
- * Armor rated in SDP loses **1 pt.** when it's penetrated.

Special Case 2: Chinks in the Armor

Almost every kind of mecha has a weak spot somewhere, and in combat, it's possible for you to hit that weak spot. When making an attack, **if you beat your Difficulty Value by more than 10, your attack ignores the PD of the mecha's armor.** In the case of autofire attacks, only those hits which beat the Difficulty Value by 10 or more will ignore armor.

Special Case 3: Powered Armor Damage

Powered Armor (i.e., armor worn by a character which has SDP as well as KD) has a very spread-out structure which is tightly integrated with its pilot. Therefore, **any damage which gets through Powered Armor's KD is divided by two; one half affects the Powered Armor's SDP, the other half is applied to the wearer's Hits.** All Powered Armors use this rule.

Special Case 4: Structural Integrity

Whenever a hit penetrates mecha armor, roll 1D10: If the result is greater than the number of kills remaining, the mecha (or the location taking the hit) is destroyed! For example: *1K gets through to a 4K mecha; with 3K remaining, on a roll of 3+ on 1D6 it's scrapped.*

THE ENVIRONMENT & RECOVERY

THE ENVIRONMENT

Guns and swords aren't the only thing that can hurt you. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the Environment:

1 Cumulative Environmental Effects: Shock, Poison/Drugs, Burns, Disease & Asphyxiation.

Each of these are effects of the environment that harm you through *accumulation*; shock and poison by continual damage to your body or will, asphyxiation through accumulated lack of air.

ELECTRICITY AND FIRE are always ranked by intensity of the effect (GM's decision), with damage occurring each phase you are exposed to the source.

TYPE	MILD	INTENSE	DEADLY
DC	DC1-4	DC5-10	DC11-20
ELECTRICITY	Battery	Wall socket	Lightning Bolt
FIRE	Wood Fire	Gasoline Fire	Thermite

Like electricity, Poison & Drugs are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness takes place over days, weeks or even months (Ref's choice).

TYPE	MILD	STRONG	POWERFUL
DC	DC1-4	DC5-10	DC11-20
POISON	Belladonna	Arsenic	Stonefish Venom
DRUG	Alcohol	Sodium Pentathol	LSD
ILLNESS	Measles	Pneumonia	Plague

A DRUG OR POISON need not be *fatal*; sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect. *Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out the Cyber Cabals' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.*

EFFECT	TAKEN FROM
Sleep drugs.....	STUN
Poisons	HITS
Mind drugs	RESISTANCE

ASPHYXIATION: This does 3DC per Phase, taken from your Hits. Sitting quietly, you can hold your breath up to 1 phase for every 2 points of Endurance (a tough character could hold his breath for about two and a half minutes.). If activity, such as swimming or running is required, this rises to 4 pts.

2 Falling & Collisions.

These are all types of damage that come from hitting something at high speed.

FALLING: Using the table at right, compare the closest approximate weight of the object to the closest distance fallen (shaded top portion of the table). The result is how many DC are taken (1K=14DC, plus 1DC per additional KILL added). Note that at *terminal velocity*, you will have no increase in speed or damage.

COLLISIONS: Compare the weight of the object to its closest approximate speed. The result is the DC.

RAMMING: If **head on**, add the speeds of both objects together and compare the weights of each to that speed; the result is the damage done to the opposing object. If a **side ram** or **swipe**, treat as a collision (above). If **rear ended**, subtract the speed of the object in front from the speed of the trailing object, then treat as a head on ram.

WEIGHT OF OBJECT	DISTANCE (METERS OR YDS)										
	0-10	11-30	31-60	61-100	101-150	TERMINAL VELOC.					
<50 LBS	1	2	4	6	8	10	12	1K	2K	3K	4K
50 LBS	2	4	6	8	10	12	1K	2K	3K	4K	5K
100 LBS	4	6	8	10	12	1K	2K	3K	4K	5K	6K
200 LBS	6	8	10	12	1K	2K	3K	4K	5K	6K	7K
400 LBS	8	10	12	1K	2K	3K	4K	5K	6K	7K	8K
800 LBS	10	12	1K	2K	3K	4K	5K	6K	7K	8K	9K
1600 LBS	12	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K
1 TON	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K
2 TONS	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K
4 TONS	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K
6 TONS	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K
8 TONS	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K
10 TONS	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K
20 TONS	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K
40 TONS	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K
80 TONS	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K
100 TONS	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K
+100 TONS	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K	21K

NOTE: 1K=14DC. Each additional Kill adds 1 DC.

3 GETTING BETTER: Recovering from Stun, Wounds & Death

Assuming you aren't reduced to vapor in an unfortunate accident, the next step is to get better. That's where RECOVERY comes into play.

Stun

RECOVERY FROM STUN DAMAGE: Your Recovery Characteristic determines how fast your character recovers Stun points He will get back this many Stun points each phase he rests.

WAKING UP: Once you're knocked out, you may stay that way for only a few moments or for a long time. You will regain your REC in stun points based on how far below zero you are:

STUN LEVEL	RECOVER STUN
0 TO -10	EVERY PHASE
-11 TO -20	EVERY ROUND
-21 TO -30	EVERY MINUTE
>-30	UP TO GM (A LONG TIME)

A simpler option is to make a CON+Concentration roll equal to the number of Stun you've taken beyond your total: if successful, you will wake up with one Stun.

Wounds (Lost Hits)

RECOVERY FROM KILLING DAMAGE: Your Recovery Characteristic also determines how fast you regain Hits. For every 24 hours you spend resting and with medical care, you will recover as many Hits as your REC score. *Example: I take 30 hits. My Recovery is 10. I will be back to my full hit level in 3 days.*

Optional Rule: Realistic Recovery rates:

Though this isn't as much fun, realistically it should take much longer to heal back from serious injury. In this case, a realistic rate would be to recover your Recovery rate in Hits every week that you are laid up; the above example would take three weeks of medical care.

Death

Saving a dying character is still possible. Another character, making a successful Physician or first aid skill roll can stabilize you at any point beyond 0. The Difficulty for this task is 2x the number of Hits beyond 0. *Example: Lazarus, is now at -7 Hits. To save him, Fox must make a Medical skill roll against a Difficulty of 14 (2 x 7).*

CHAPTER SEVEN GAMESMASTERING





GAMEMASTERING CHAMPIONS

This section of *Champions The New Millennium* is devoted to a discussion of the art and science of gamemastering (GMing) *Champions*. While some of the comments apply specifically to GMing *Champions*, many could apply to any role-playing game or genre. As with everything else in this book, the GM should examine the tips and guidelines in this section, decide which he likes, which will work in his game, and which will not, and accept or reject them accordingly. That, after all, is one of the perquisites of GMing—getting to choose the rules and establish the flavor of the campaign.

CREATING THE CAMPAIGN

Obviously, before you begin to run a *Champions* campaign, you must have a campaign world/setting in which to run it. Creating a fun, exciting, and challenging campaign is one of the most fun aspects of GMing. You can, of course, use the *New Millennium* setting provided with the rest of this book. But in either case, the rest of this section has information that is valuable for setting up and running a campaign.

CAMPAIGN GROUND RULES

But before you put pen to paper and start creating villains, organizations, locations, and NPCs, stop and think about what it is you want in this campaign. First and most importantly, figure out what your “ground rules” are going to be. Many of these will apply to character creation and are discussed below. But there are many other questions that you should address before you begin creating your world, because they will influence how you go about the process of creation.

For example, do you want the player characters (PCs) to all be able to work together as a group? Do you want them to be able to work well with the authorities? If the answer to both of these questions is “Yes,” not only do you have to inform the players of this—to prevent them from designing “loner” char-

acters on the run from the law—but you need to craft a world and a campaign in which the ground rules support what you want the PCs to be and do. If you want a bright, shiny, well-respected team of heroes with law enforcement powers, you need to provide for a justification for them to have a base, be well-respected, and have police powers in the campaign background. Just telling them, “You’re a team, here’s your base, and you all have to buy these “Police Powers” Licenses,” is a quick and dirty way around the problem, but it bypasses a lot of opportunities for creating interesting background details and generating role-playing.

A COMMON BACKGROUND?

Another important issue is whether the PCs should all have some sort of common background. For example, maybe you want to run a game in which all of the PCs are mutants, or power armored characters, or have mystic origins, or got their powers in a common accident or event. If so, this will affect your world design and the players’ design process for their characters, so you need to know in advance.

Other questions that should be addressed include:

- What level of lethal force does the campaign expect? Should the players not design characters who are capable of or willing to kill their enemies—is the use of lethal force Absolutely Forbidden? Or is lack of a Killing Attack or a willingness to use it going to brand the character as a weakling and a wimp?

- What preconceptions do you have about the world or the genre? It is extremely important to make sure the players know about these. For example, are all ninjas incredibly powerful villains who should be taken very seriously, or are they comic relief? Does having mental powers almost always mean having psychological problems as well? Is a particular type of character (such as mutants or mystics) particularly hated or beloved? Have any important landmarks or historical events been altered?

Once you’ve established what the ground rules are, write them down and distribute them to your players. Ground rules and guidelines known only to the GM, or invoked only after a player has put considerable effort into creating a character that violates the ground rules, are not very useful, and in fact can be counter-productive. Making the ground rules known to the players in advance will save work and hard feelings later.



CHOOSING AND CREATING THE SETTING

Once the ground rules are established, it's time to move on to the creation of the campaign world or setting itself. This discussion assumes that you are not going to be using a pre-packaged world, such as that of *Champions: The New Millennium* or any one of many other published settings, or that you want to make substantial changes to a published setting. There are a lot of benefits to using a pre-generated world—most of the work has been done for you, for one—but not every GM likes to use them.

As a first step, decide just what type of setting/campaign you want to run. Often the GM will decide on this as soon as he decides he wants to run a campaign. Is it going to be the Golden Age? A '70s-era setting? '90s-era? A "graphic novel"? A "teen heroes" campaign? Each of these places its own demands on the PCs and the world. Will the game take place in one city, or will the PCs fight crime all over the world, or even all over the galaxy? Obviously the latter two choices require the GM to define a much larger chunk of creation than does the first.

Another important step to take before creating the world is to find out what the players want. After all, they are going to be the other major participants in the gaming process, and they're going to be contributing to the creation of the world. If none of the players want to play in a campy Golden Age campaign, then don't run one, as much as you'd like to. If they insist on a serious tone, give them one, even if you were hoping for comedy. Of course, the GM's desires are equally important—running a game you don't enjoy is pointless—but since one of the main goals is to entertain the players, give them something they want.

CAMPAIGN TONE

Once the type of campaign has been decided upon, the GM must determine what sort of tone he wants the campaign to have. This includes campaign morality, realism, outlook, and seriousness.

MORALITY

An element of morality is often missing from *Champions* campaigns—too often they're just an excuse to use flashy attacks on Bad Guys, without any consideration of the justification for or consequences of the PCs' actions. This is unfortunate, since morality can offer copious opportunities for role-playing, character development, and story creation.

Is the morality in your campaign going to be black and white—characters are either Evil or Good, and moral choices are always easy? Or are there shades of gray to the game, giving rise to doubt and conflict? Obviously the former choice is easier for GMs and players to deal with—sometimes players don't want to be confronted with moral choices. They're difficult, after all, and some players would rather not be forced to make those decisions.

Black and white morality works very well for many types of campaigns, such as Golden Age, where events and characters are

"larger than life." However, black and white morality isn't very realistic, and it may seem "two-dimensional" to players—if the only choice are A or B, there often isn't much depth to the situation, or much of a challenge, either. It also deprives the players of the opportunity to design characters with a little "gray" in them.

Gray morality works better for many '90s-era or "graphic novel" types of games, where the PCs themselves may not be very distinguishable from the villains they are supposedly fighting. In this sort of setting, the PCs will often have trouble determining who is a friend, and who is a foe. While one can deplore the level of grayness seen in many gaming campaigns and modern comics, in the hands of a good GM and players, it creates numerous opportunities for role-playing and storytelling. Exploring ethical and moral issues in this sort of campaign can lead to some fascinating games, and it allows the players to create characters with moral dilemmas in their backgrounds and actions.

REALISM

"Realism" signifies the level of drama and "romance" that your game will have. This means how likely it is that characters can attempt outrageous, improbable, and downright dangerous actions and succeed, because they are dramatic and exciting—even though in a highly "realistic" game these actions would probably fail. In a "romantic" game, characters can swing from chandeliers, recover from deadly wounds, and achieve the impossible—because the campaign allows for it. Characters in these games will be rewarded for trying to do the impossible with success and excitement; however, it can be difficult to instill fear in them or challenge them, since they know they can do almost anything.

Characters in games with a greater slant towards "realism" will not have this advantage; they will have to be very cautious about taking risks or attempting outrageous stunts, since they are not likely to work. Some modern comics, which attempt to portray the "actual" effects of superpowers (i.e., people being mutilated, killed, and warped by superpowered attacks), show this sort of high level of "realism." This approach often appeals to GMs and players who like emphasize the tactical elements of game combat, or who like stories dealing with the ramifications of their characters' actions.

OUTLOOK AND SERIOUSNESS

Outlook refers to the level of optimism inherent in the campaign. Can the characters make a difference in the world? Is there hope for victory, for a better tomorrow, for success against overwhelming odds? If so, the campaign has a positive outlook. On the other hand, the game might be set in a world that's turned into a sewer—everything is rotten and corrupt, life stinks, and the characters aren't really going to be able to make any lasting changes. What victories they do achieve will be Pyrrhic, meaningless, or temporary. This sort of campaign has a very negative outlook, and

unless that's what the players want, the GM runs the risk of driving them away.

Seriousness refers to the level of comedy in the campaign. Virtually every Champions game involves some joking around—after all, everyone involved in the game are (or should be) friends, so kidding around is natural. But some campaigns actively seek to promote lightheartedness, or even goofiness. Such campaigns are highly romantic, and the characters are usually caricatures designed solely for getting a laugh. Conversely, some campaigns seek to maintain a high level of seriousness. This can be difficult, because of the natural tendency for gamers to joke around, but it is possible. As with negative outlook and gray morality, not all players want to be confronted with “serious” gaming, so the GM should make sure that the players like such a tone before using it in the game.

Of course, the GM can vary the level of seriousness in a game sometimes. The occasional “comic relief” scenario can spice up an otherwise grim-and-gritty campaign nicely. Life is not all bad, after all.

CREATING DETAILS: THE IMPORTANCE OF THE PLAYER CHARACTERS AND SUPERPOWERS

There are some facets of the campaign world that are going to be important to almost every player, and to the GM. These are the sorts of things that the GM needs to spend some time creating. Examples usually include law enforcement organizations, media organizations, the government, weapons technology, especially picturesque or interesting locations (just right for dramatic fight scenes!), and the (non-)existence of sentient extraterrestrial life forms. Putting in a little work before the campaign begins to flesh out these aspects of the game world will be rewarded threefold later on when the GM can bring a previously-created detail into play without having to stop in mid-game to figure out what the Chief of Police's name is or whether the Fomalhauti have FTL drives.

There are two issues that are crucial to every Champions campaign, and therefore which must be addressed by the GM. The first of these is the history of super-humans and superpowers. Are the PCs going to be the very first super-humans ever, or the first super-heroes ever, after years of oppression by superpowered masterminds and criminals? If so, they will have to deal with society's reactions to them, which are likely to be extreme. This may be a bit much for players who want their characters to be true-blue, beloved and respected heroes. Or, are the PCs simply a few drops in an ocean of super-humans? If so, what makes them stand out from other super-heroes? What do other heroes think about them? Are ordinary humans thankful for the protection of supers, or do they resent the power and privileges they possess?

On a related note, to what extent (if any) has super-technology affected the world? Is travel by teleportation now commonplace? Does the U.S. government (or any other government) have access to FTL ships, or is Earth in regular contact with extrater-

restrial civilizations? Have blasters and stunners replaced guns that fire bullets? Do governments recruit (or attempt to create) their own super-teams or super-armies? The Champions: The Next Millennium setting provides an excellent example of a world in which super-humans and superpowers have had a definite effect on the world at large.

The second crucial issue is this: how important are the PCs? While the PCs are clearly the focus of the campaign, are they the focus of the campaign world? This relates in part to how common super-humans are. If super-humans are common, the PCs' impact will be lessened; if they are rare, their impact on the world will be disproportionate to their numbers or their level of power. Also, if the PCs are powerful, their impact on the world as a whole is likely to be greater—if they're just street-level supers fighting street crime in East Chicago, the United Nations isn't likely to pay much attention to them. If they're cosmic-level heroes who are capable of saving the world five times before lunch, people and governments are going to sit up and take notice of them. However, low-power heroes with local concerns may very well end up with the key to saving the world, so watch out...

Only in campaigns where the heroes are all-important—typically games in which they are the only super-heroes, or are clearly the most powerful heroes—will the rest of the campaign world hang on their every word and deed. Governments will take their advice and turn to them for help. Their every action will be consequential, and they will be subjected to media and government scrutiny at every turn.

In games where the PCs are important, but not all-important—which is the case of most comic book super-teams—they can sometimes affect the world, and sometimes have the ear of governments and other Important Persons, but they are not the be-all-and-end-all of the world. Crucial things happen that they're not involved with, and there may be other hero teams which are as powerful or more powerful than they are (which can be important if they ever need any help—all-important heroes don't have that luxury). The PCs may be able to affect change, but such changes are more likely to be regional or local than world-wide. This level of importance offers the best of both worlds to the GM—the PCs have some of the importance and renown that they crave, but are unable to wreak complete havoc with his carefully designed world. Therefore most Champions campaigns fall into this category.

Some, however, are games where the PCs are completely unimportant. They may be low-powered, or they may be a member of an enormous superhuman community, or they may be outlaws who cannot affect the world. In short, the PCs' actions are not likely to have much lasting effect on the game world. Most players don't like this particular situation, so few Champions games use it. However, it can be a worthwhile approach for GMs and players who are more interested in character development, interaction, and storytelling than accomplishing world-altering deeds.



RUNNING AN ADVENTURE

You've read all of the rules, created characters, and even read the stuff on running a game. It's time to stop reading, and start doing. Well, we actually have a little more we want you to read. Then it will be time to pick up those dice and bash some bad guys!

SETTING THE SCENE

The comic book section following this introduction picks up the story of Fistfire and the Champions. The Champions have responded to a call for help from the Odyssey Research Institute. A short while back, some ORI researchers doing field work in the Mediterranean uncovered a strange object covered by an eerie force barrier. Following standard ORI procedures, the researchers brought this object back to one of the ORI facilities in Bay City.

Try as they might, the scientists at ORI couldn't penetrate the containment field. They couldn't even get reading from it. But they could see some kind of object inside, though it was greatly distorted by the field. So, throwing up their hands in disgust, the decision was made to call in the Champions.

The Champions were happy to help out ORI, and went to work. But they weren't having much luck either. Behemoth started to get frustrated, as the archeologist in him couldn't wait to see what type of artifact the containment field held. He stepped outside for a breath of fresh air, and to clear his head.

While outside, Behemoth sighted Lady Blue skulking about the area with some heavy equipment in tow. He confronted her. Rather than fight him, Lady Blue explained that she had heard ORI's call for help, and thought her new experimental laser might be just the ticket for getting through the containment field.

Naturally, Behemoth was suspicious; Lady Blue doesn't do anything for free. Lady Blue confessed that she had been looking for a good test for her new invention. Well, any port in a storm; this laser might just be the key. Behemoth brought Lady Blue inside to see if her gizmo would work.

It took some discussion with Quantum, but she finally agreed to try out the gadget. But she wasn't going to let Lady Blue operate the thing. She told Defender to set it up and run, since he was a science whiz. Defender leapt to it.

Of course, Lady Blue had ulterior motives behind this. She had been hired by a mysterious party to steal this artifact. It was just her bad luck that ORI called in the Champions. Fortunately, she was able to convince Behemoth that she was there to help. Now, she's just waiting for the proper moment...

EXAMPLE OF PLAY

Scattered throughout the comic section are little boxes marked with a die. These boxes contain Fuzion system notes on the comic book action. Read them carefully; they show how to make skill checks and how to have combat.

Not all of the combat is explained in Fuzion terms (if we did that, we'd *really* overcrowd the panels). But enough is there so that you'll easily grasp the general idea of how the rules work in relation to actions (which is what this is all about). Also, please bear in mind that Manny (the artist) didn't always stick to the Fuzion rules when he drew the pages (this is why he has an Artistic License right up there over his desk). So you might see some things illustrated, like Defender's trick with the boot jets, that probably wouldn't have an exact corollary in the Fuzion rules—this actually is a good way to show that no rules set can cover every possible situation your inventive players come up with (and how you, as the GM, will need to be ready to think on your feet w with inspired improvisations!) We also chose not to illustrate the Speed Chart in this example. That would have required too many words of explanation.

Please bear with us and allow us that artistic license. We want to bring you a nice, action filled comic section as well as an example of play.

Hey, it sure beats the old "GM: Okay, let's get started..." thing we used to do.

GETTING THE PLAYERS INVOLVED

While the action in the comic is centered around the Champions, your players may not be using Quantum, Behemoth, Seeker, Solitaire and Defender as their player-characters. Don't panic! We accounted for that possibility. The adventure that follows the comic section will still work for them. However, how do you get people who aren't there involved?

That's the key question for any adventure. How do you get people involved? There are a variety of ways you can get them there. We'll list a few below:

1) The character works at ORI:

Perhaps the easiest way to get a hero involved is if he works at the Odyssey Research Institute. This is a good chance to set the scene at ORI and show what's going on at the compound. You can detail out some co-workers and friends for the hero; people who might become in danger if a fight breaks out. And when the inevitable fight does happen, the hero just needs to change into costume to help out.

2) Phelps sends the character to help out

If the new hero had been checking in with the Champions' HQ, Phelps could easily send him out to "help" the Champions with the situation at ORI. This is what he is doing with Fistfire, as you'll soon see.

Phelps likes to do things like this; it lets him check out new heroes without exposing them to danger. You never know where your next member will come from, is his philosophy.

This method can extend to other groups as well. The Guard could direct the hero to this situation; so might the Bay City Police. Bay City likes to help out its new heroes. This is a great way for the hero to meet some of the people who make up Bay City. Remember, the more people the hero meets, the more real the city will feel.

3) The character is involved with another group that is interested in the situation

Maybe the heroes are students at the Arcadian Academy, and are on a field trip to ORI. Imagine the chaos that would ensue from a visit like that. Who did the school send to ride herd on the little powered monsters. How are the heroes going to slip away to go check out this action?

Or, perhaps, the hero might be a member of the Lodge, who wants to investigate this strange artifact. Or maybe the hero is hooked up with UNTIL, and they want him to go take a look at this find. Whatever the reason, this would put the characters in the right place at the right time.

4) Never overlook the Power of Coincidence

Coincidence is a strong force in most comic book worlds. Maybe the character drives a cab, and just dropped a fare at ORI. Trouble? These seems like a job for Super-Cabbie!

Then again, the hero's parents might be old friends of Dr. Wilde's. He would be sure to invite the hero (in secret identity, no doubt) to the Institute for lunch and a personal tour. Of course, that would happen on the same day as all of the rest of

the action. How will the character ditch Dr. Wilde and help out? This could be the start of a long-term relationship with ORI.

The character could be at ORI having his powers tested. ORI does a lot of that kind of stuff. Let's face it; powers can be scary. Some heroes need the help of top scientists to get a handle on their powers. It would just be luck if the hero got a chance to field test those powers on the very day he came in for tests.

It can get even more obscure, if need be. Does the character have a dependent? If so, they might work at ORI. Or was it a strange disturbance in the magic fields that cause the character to investigate. Or maybe a strange power draw drew the character to the site. The character could just be walking by, and be attracted by the noise.

The important thing is to get the characters to the scene of this adventure. Often, that's half the fun for the GM and the players. It is a good time to think about the character's life, how he spends his time, and so forth. Getting the characters to the scene starts the adventure.

Ready? Set? It's time to jump back into the story-line with Issue Three of *Champions: the New Millennium— Treachery and the Dark Destroyer!*

THE NEXT DAY, AT CHAMPIONS HQ



SORRY KID, THIS IS AS CLOSE AS I CAN GET. TRAFFIC IS ALWAYS BAD THIS TIME OF DAY.

BUT GO GET 'EM, FIST! I'M ROOTIN' FOR YA!!

THANKS, I KNOW I'M GONNA MAKE IT THIS TIME! LOOK OUT!

DO YOU EVEN KNOW WHAT YOU'RE DOING, HERO?

INSIDE THE ODYSSEY RESEARCH FACILITY, THE CHAMPIONS, WITH THE AID OF LADY BLUE'S LASER, ARE TRYING TO BREACH THE MYSTIC CONTAINMENT AROUND THE MYSTERIOUS ARTIFACT. THINGS ARE NOT GOING WELL...

DO I HAVE TO REMIND YOU, LADY BLUE, THAT THE REASON WE'RE IN THIS MESS IS...

...BECAUSE YOU BROUGHT THIS PIECE OF JUNK IN HERE?

LOOK...UHM, COULD YOU BOTH JUST BE QUIET, OK?

IT'D BE GREAT IF I COULD CONCENTRATE ON THIS THING AND KEEP IT FROM BLOWING UP AND TAKING ALL OF US WITH IT!

Defender is trying to make an Electronics skill check. It's a tough one! But he's taking extra time so he gets a +1 bonus to his roll.

TALK TO ME TEAM DEFENDER, WHADAYA GOT?



WHOA! NOTHING HERE. YOU KNOW, THIS ISN'T MY AREA OF EXPERTISE.

THEN HOW 'BOUT GETTING OUT OF THE WAY, HUH?

Defender is using his sub-space radio to consult with Team Defender. The GM allows Wayne's Electronics skill to act as a complementary skill, giving Defender a +2 bonus.

YEAH, HOWIE, TRY'N DO SOMETHING USEFUL.

LIKE...GET ME A CARBONATED CARMEL COLORED SWEETENED PROCESSED COLA BEVERAGE. I'M DYIN' HERE.

HEY, ME TOO.

LOOK GUYS, COULD YOU HURRY IT UP?

ANYONE CARE TO EXPLAIN TO ME WHAT I'M DOING?

GLEN? THIS IS WAYNE. AAA, COULD YOU MOVE THE CAMERA TO THE LEFT AND CLEAR SOME OF THAT STATIC?

MMMM...WHAT'S THE POINT? BESIDES, YOU SAID YOU WERE IN A HURRY.

HEY GEORGE, YOU WANNA GET OFF ME, MAN?!

YEAH, GOT IT, PIECE'A CAKE. WE'RE STARTING TO BREAK THROUGH. YOU NEED TO ADJUST THE INTENSITY.

YOU GUYS SUCK.

OK, I THINK I'VE GOT IT HERE. THIS SHOULD DO THE TRICK

NICE WORK, KID. SORRY TO PUT YOU THROUGH SO MUCH TROUBLE.

Defender's total is his skill (8) + Time Bonus (1) + Wayne's help (2) for a total of 11.



Target number is Superheroic (24). Defender rolls an 13 on 3d6 for a total of 24. He just succeeds.

YOUR TIMING IS PERFECT, BOYS...



Grand punches Behemoth. He adds his REF (6) + his Hand to Hand skill (5) + 3d6. Roll vs. Behemoth DEX (7) + HtoH evade (2) + 10 he rolls a 11, and hits

Grand does 18d6 of STR damage. He rolls a total of 54. Behemoth subtracts his armor of 24 and takes 30 stun and (30/5) 6 hits.

UNNNHHH!!

YOU CAN'T SURPRISE ME, PULSAR!

Seeker uses Find Weakness on Pulsar. His skill is 10 and he rolls an 11 for a total of 21, and succeeds.

GET 'EM!!!

Behemoth took more than 1/2 his Stun in a single hit, so he is stunned, and loses his next action.

YOU LYING WITCH!

SURPRISE THIS, NINJA BOY!!



BACKLASH GOT ME, GOTTA CLEAR MY HEAD...

Defender took 11 Stun from the containment field exploding.

Quantum fires an energy bolt at Lady Blue. Lady Blue adds DEX + skill + 10 for a total of 21. Quantum adds REF+ skill (13) and rolls 3d6 and gets 11. She hits!

Quantum rolls her Energy bolt (11d6) and gets 42 Stun. Lady Blue subtracts her Force Field EKO of 25, and takes 17 Stun and 3 Hits

AAIIIIIEEE!!!

NO HOLDING BACK THIS TIME, BLUE! I'M TAKING YOU APART!!

QUANTUM! THE..THE ARTIFACT! IT'S EXPOSED!

FINE THEN...DEAL WITH IT, SOLITAIRE. I'M A LITTLE BUSY RIGHT NOW.

ALRIGHT, LADY BLUE! GET UP SO I CAN KNOCK YOU DOWN AGAIN!!

YOUR POWER IS NOTHING WITHOUT SKILL, SCUM!

Seeker does a Kung Fu Kick (Basic Strike) on Pulsar. Seeker's AV is 10+5+3d6 for a total of 26. Pulsar's DV is 9+2+10, or 21. Seeker Hits, Ouch!

Seeker rolls 9d6 damage for a total of 35. Pulsar only gets half his Force Field (25/2 or 13) because of the Find Weakness and takes 22 Stun, plus 4 hits. He is Stunned.

DEFENDER!! DEFENDER!!!

...WILL YOU GUYS...SHUT UP...

THE ARTIFACT IS THE RANDOM ELEMENT IN THIS WHOLE AFFAIR. ITS UNKNOWN POWERS COULD BECOME A FAR GREATER THREAT THAN THOSE THREE.



YOU'RE MAKING US LOOK BAD!!

GET UP!!



OH MAN...THE THINGS I PUT UP WITH.

ONE CHANCE WITH ME IS ALL YOU GET!

AAAACK!

HOLD ON Q!

Grond grabs Defender. Grond's AV is (6+5+3d6) or 22. Defender was caught off guard and gets no DEX skill, so his DV is (8+10) or 18.



Grrr...



FOR CRYING OUT LOUD, DEFENDER! START PAYING ATTENTION!!

NOW GROND DOES TWO FOR —

Grond throws Seeker at Behemoth. Grond's AV is (6+0+3d6) or 17. Behemoth's DV is (7+1+10) or 18. Grond misses.



ONE!



OOOF!



Defender uses the special effect of his Jet Boots to try to damage Grond.



GR-AAAGH!

BY THE BLESSED LIGHT...ITS POWER IS INCREDIBLE.

YOU HAVE NO IDEA, MY CHILD.

The GM likes Defender's idea and rules that with Behemoth bracing him, Grond is moved back Defender's Flight distance of 30m/yd



DR. DESTROYER!



NOW LET US
END THIS
FARCE!




Dr. Destroyer uses "GM Fiat" to knock everyone out. The GM doesn't have to roll for this one.



HOW
GLORIOUS
THIS NEW
AGE IS!

TRULY, THERE
ARE NONE WHO
CAN STAND
AGAINST ME!!

PLANS OF LASTING
CONQUEST MUST BE
DEVELOPED OVER
TIME...NURTURED AND
PRODDED ALONG.




AND THIS
MOMENT HAS
BEEN DESTINED
FOR SO LONG...




LONG BEFORE
THESE CHILDREN
WERE EVEN
BORN!



LOOKS LIKE I
ARRIVED JUST
IN TIME FOR THE
PARTY!



FOR NOW, AT
LAST MY OLD
FRIEND, YOU
ARE MINE!



NEXT: THE CATACLYSMIC CONCLUSION!!



CHAMPIONS: THE ADVENTURE

You've read the comic... now play the adventure! This is an introductory adventure that takes you right from the action in the comic book into roleplaying. Only the GM should read beyond this point; players should avoid this page, or else they may spoil some of the surprises.

As the GM, you have to decide generally how the story proceeds, making adjustments depending on what the players do. What follows are guidelines and suggestions on how to handle the set-up, the play, and the follow-through for this adventure. Read through this section before you begin to play, and make some notes about decisions you've made concerning the story.

THE SETUP

First, find out who's playing. It's best if you know in advance which players and which characters are playing, so you can adjust the plot. Otherwise, you can just figure things out in a general way and be ready to make changes as you play. Don't worry, you'll find it's not too hard... in fact, it's a lot of fun!

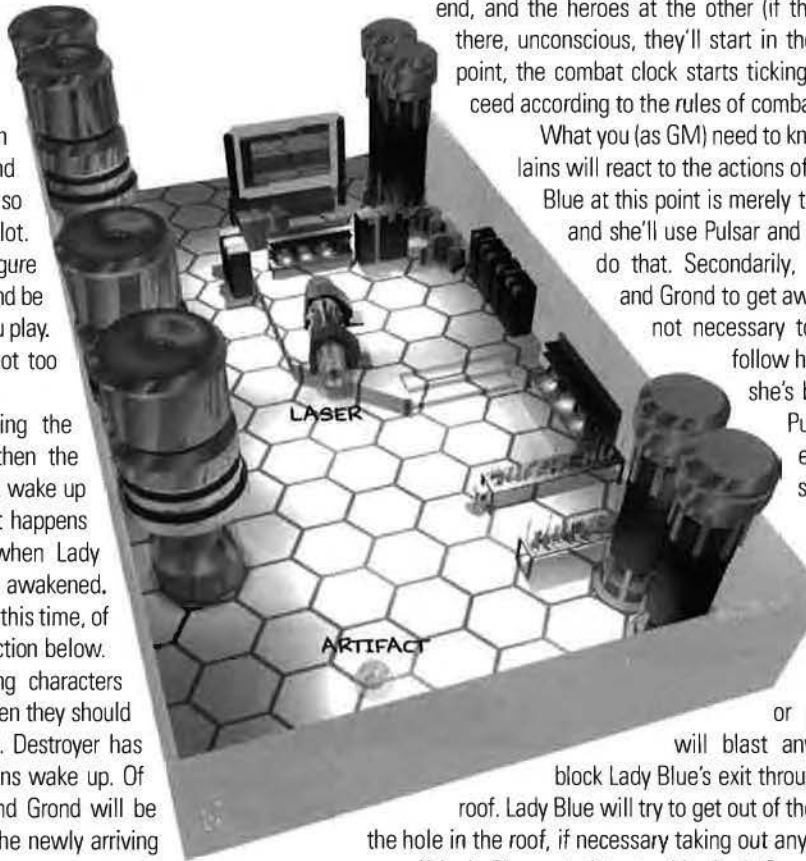
If the players are using the Champions as characters, then the setup is easy. The characters wake up as Fistfire arrives, which just happens to be the same moment when Lady Blue, Pulsar, and Grond have awakened. Dr. Destroyer is long gone by this time, of course. Go to the combat section below.

If the players are using characters other than the Champions, then they should arrive on the scene after Dr. Destroyer has left, but before the Champions wake up. Of course, Lady Blue, Pulsar, and Grond will be awake and ready to pound the newly arriving heroes.

To make things easier, the GM should tell the heroes that they recognize each other from news reports; this avoids a number of problems of mistaken identity (like a big fight).

THE LAB BUILDING

This is a typical Odyssey Research lab (with the addition of the hole in the roof left by Doc Destroyer). The large area where the combat takes place is about 15m/yds by 30 m/yds (each hex is about 2 m/yds), and the ceiling is 4 meters high. The walls and ceiling have a KD of 32, and a SDP of 100 per m/yd. The lab area



is taken up with tables, benches, chairs, and various hunks of high-tech equipment (3KD, 30 SDP, 50 kg per console.) such as computers, scanners, an ultrasound machine, and other things.

COMBAT

Now that the heroes are on the scene, it's time to head into combat. Put Lady Blue, Pulsar, and Grond in the lab building at one end, and the heroes at the other (if the Champions are there, unconscious, they'll start in the middle). At this point, the combat clock starts ticking, and events proceed according to the rules of combat.

What you (as GM) need to know is how the villains will react to the actions of the players. Lady Blue at this point is merely trying to get away, and she'll use Pulsar and Grond to help her do that. Secondly, she'd like Pulsar and Grond to get away, too, but that's not necessary to her. Grond will follow her orders because she's been nice to him.

Pulsar will do whatever Lady Blue says because he's infatuated with her right now.

Grond will attack the hero that looks the most threatening or powerful; Pulsar will blast anyone who might block Lady Blue's exit through the hole in the roof. Lady Blue will try to get out of the building through the hole in the roof, if necessary taking out any hero that's in the way. If Lady Blue gets into trouble, both Grond and Pulsar will come to her aid.

Grond is more than happy to head for the bay and deep water, unless someone makes him mad. Lady Blue plans to slip away out of sight and change into a disguise, then mingle with the crowds of lab workers.

AFTERWARD

The villains may or may not have gotten away—the Guard will come for those that didn't. If the heroes aren't the Champions, then the heroes get to meet the Champions (who are grateful for the help). Give the heroes some Experience Points for their adventure (1-2 would be nice). Of course, there are loose ends to follow up... like where did Destroyer get to with the helmet, and what will he do next? These questions may or may not be answered in your next adventure; As the GM, it's your prerogative to come up with your own ideas about *that!* Happy plotting!



CHARACTERS & CAMPAIGNS

THE PLAYER CHARACTERS

Once your world is ready to go, it's time to let the players start designing their characters.

PARTICIPATING IN THE CHARACTER CREATION PROCESS

For the most part, character creation can be left up to the players. However, leaving it entirely up to the players is often an invitation to disaster. Unless the players are all highly mature, skilled, knowledgeable, and creative gamers, it's important for the GM to become involved in the character creation process to ensure that the characters are acceptable.

LIMITING AND DISTINGUISHING THE PLAYER CHARACTERS

First and foremost, the GM needs to decide what limits, if any, he wants to place on character design. At the most basic level, the GM must determine how many points the players will have to build their characters on, how many Complications they can take, and so forth. But there's more to it than that.

RESTRICTIONS ON PLAYER CHARACTERS

There usually have to be more restrictions on the PCs than just the number of points they are built on. Without restrictions, many players will pump most of their points into god-awful powerful attacks and defenses, rather than designing well-rounded and intriguing characters with interesting powers. While it's true that most modern comics offer little guidance as to how to create well thought out, well-rounded characters, most gamers are pretty creative on their own, given a little guidance and instruction.

The first and most obvious thing that most GMs limit is the Rule of X. This prevents attack and defense powers from getting out of hand. But there are still things to keep an eye on; there is a

world of difference between a 12D6 Energy Blast, and a 12D6 Killing Attack. The Rule of X only provides a guideline; the GM still needs to keep an eye on the character sheets. The players should have freedom to create interesting and diverse characters, of course. The GM just needs to make sure that they are balanced for the campaign world. GMs should display a little leeway on the points cap if a player has a good idea that won't unbalance the campaign.



Other things that the GM might want to limit include: amount of defense; amount of resistant defense; sensory powers; Skill Levels with their powers; Movement Powers; Skills; Combat Values; Damage Classes; REF; DEX; INT; and SPD.

However, there are perils to imposing limits on the characters. Suppose that the GM decrees that no one can have more than 12 points in attacks. Suddenly, all the characters become boringly alike in terms of their attacks—everyone is rolling 12D6. Yawn. Even worse, when one of the players wants to create a character that has a special attack—for example, an energy projector who has a Nova-Blast that is much more effective than his standard attack—he can't do it, because there is a cap on damage.

One solution to this problem is to alter the points cap based on character type (while still making sure that all character types are balanced vis-a-vis each other). For example, maybe bricks can have 15 points in attacks, but their SPDs cannot exceed 4. This approach allows for some variety between characters, while ensuring that no one character type is overly powerful or unbalancing. It also provides some more balancing besides the Rule of X.

The GM should also make sure that each character has his own "schtick" and that no character steps on another character's toes too much. If there is already one flame-based energy projector in the game, there shouldn't be another flame-based character, unless both players agree that it's all right. If one character is the stealth expert or computer wizard, don't allow another character to equal his skills in his chosen area of expertise. Every player likes to feel that his character is special in some way.

BUILDING BALANCED CHARACTERS

The concept of “balanced” characters was mentioned above. One of the most important reasons for the GM to be involved in the player character creation process is to ensure that all of the characters are “balanced”—in other words, to make sure that (a) no character is more effective, on the average, than any other character, and (b) that no character possesses a power or powers that are going to enable him to wreak havoc on the game.

Theoretically, in a properly constructed points-based gaming system, any X points spent on one power or ability should be equally as effective as X points spent on any other power or ability, in the long run. Obviously there will be certain situations where particular characters or powers are especially useful or powerful, but on the average, all powers of equal point cost should have equal effectiveness. Unfortunately, practical experience shows that this is not always the case. Certain powers—high STR, high SPD, high defenses, or Mental Powers, for example—often prove to be disproportionately effective. If you have found this to be the case, you need to limit those powers in some way to make sure they don’t affect the balance of the campaign.

Some GMs take the heavy-handed tactic of simply forbidding the PCs to buy certain powers. Resist the temptation to do this; it restricts player creativity, and the scope of creativity offered to players and GMs by Fuzion is one of the system’s greatest assets. Similarly, do not restrict certain powers to “villains and NPCs only”; this is extremely unfair to the players. Instead, limit Points by character type or power, as discussed above, or impose restrictions on the use of powers which are subject to abuse. For example, if high SPDs are giving you grief, require characters with high SPDs to have an END cost on all their powers. Make it clear to the players in advance which powers you consider potentially abusive, and how you are solving the problem, and that if your solution doesn’t work, you reserve the right to require them to make retroactive changes to their characters.

Another aspect of character balance has to do with where the points are spent. If a player spends all of his points on attacks, defenses, and other abilities that are effective in combat, not only is he likely to be unbalancingly powerful in combat situations, but he will be bored when there isn’t a fight going on, because he won’t be able to do anything. Make sure that characters are not “one-dimensional,” that they can do things in many different situations. Few campaigns involve nothing but combat, or nothing but sneaking around, or nothing but NPC interaction and romantic intrigue. Instead, a good campaign will involve elements of all of these things, and more, and a good character should be prepared to fight on all of these battlefields.

On a related point, the importance of Skills needs to be underscored. Far too often Champions characters are designed with few, if any, Skills, and those Skills are typically the combat-effective ones like Stealth, Computer Programming, or Tactics. There’s a lot more to Skills than that. Skills help round out a char-

acter, make him a real person with a job, hobbies, and interests, instead of just a cardboard combat machine. There are some situations, such as sneaking into a villain’s base, where Skills are as useful as, or more useful than, any superpower—and they’re a lot more fun to role-play besides. Knowledge is power, and in Fuzion, knowledge is reflected by buying Skills. That’s why Skills are purchased with Option Points, and powers are purchased with Power Points. The GM shouldn’t allow the character to swap a great number of his starting Option Points for Power Points or Characteristic Points. Make the character buy some Skills, as well as Talents and Perks. Some significant fraction of those Skills should be “useless” Skills—Skills that only help to define the character and which rarely have a game effect. Examples typically include Expert: Chess, Expert: World Literature, Skiing, and the like. A good GM will reward players who develop their characters this way by occasionally giving them the chance to use their “useless” Skills in the game.

FLESHING OUT THE CHARACTERS

Once all the players have their characters’ numbers down on paper, it’s time to look behind the numbers. Players should be required to provide the GM with an origin for the character, information on his motivations and psychology, descriptions of how his powers work (when possible), and a description of the character (or better yet, a picture of him, if there’s an artist in your group). If a player cannot come up with an interesting “background story” about his character that intrigues the GM, he should try again. The characters are, or should be, one of the GM’s most fertile sources of ideas for stories. Any GM is going to have difficulty telling stories about characters he does not like. A character background that does not provide the GM with “hooks” to tie the character into the game with and build stories on is a character background that is worthless in game terms (however interesting a story it might be).

TEAM PLAYERS

Another issue that the GM should deal with from the beginning of the character creation process is whether he wants the PCs to be able to work together as a team. If so, he needs to tell the players in advance, so no one designs a lone wolf character who wouldn’t fit in, or a character whose motivations and attitudes are radically different from the other PCs’ (a Vigilante Mentality character on a team of characters with Codes Against Killing, for example). One way to ensure that the PCs will fit together well, that their powers complement each other, and that no one is infringing on anyone else’s “schtick,” is to have the players talk to each other about their design ideas before committing those ideas to paper. GMs will also want to make sure that the PCs are willing to trust each other (and, likewise, any NPCs that

prove themselves worthy of trust). Lack of trust and willingness to work together among PCs can make it hard for the GM to get the PCs together, or to create stories that center around the characters' Secret Identities. If the GM has no problem with PC secretiveness, then the game can go on as it is; otherwise, some changes will need to be made. The best way to do this is to show the PCs what they can accomplish by being more trusting, and to reward those who display trust (rather than have the persons they trust betray them). If every time the PCs extend trust to the authorities or to seemingly honorable villains, they get betrayed and taken advantage of, they will never overcome their paranoia.

CHARACTER MOTIVATION AND CAMPAIGN COMPATIBILITY

One of the worst things a GM can confront is a character who has no motivation to be a hero. Characters who are not willing to act heroically or who will only use their powers in mercenary ways have no place in a game about Being A Hero and Fighting Evil. The GM will simply become frustrated and aggravated trying to get such characters to participate and be part of the campaign. The GM should make sure that all players know that they are going to be required to have some heroic motivations. These can range from noblesse oblige, to a simplistic Desire To Do Good, to an effort to take revenge on the underworld because criminals inflicted some tragedy on the character, to any of a dozen others. As long as it gives the GM a hook to draw the character into the story on a regular basis, it works.

Similarly, make sure characters are compatible with the goals and themes of the campaign (as well as with each others' individual goals, if any). If the ultimate goal of the campaign is to overthrow the evil Star Empire, and one of the characters has some innate interest in seeing the Empire upheld (perhaps he's the child of a powerful noble and likes the wealth and privileges), then that character probably isn't going to fit into the campaign. There are exceptions—perhaps the player wants to develop a story around the character in which he learns there is more to life than wealth and privilege—but examine any character whose motivations conflict with the themes of the campaign very carefully.

CONTROLLING CHARACTER POWER AND GROWTH

It's difficult to try to make sure that the PCs are powerful enough for the players to be able to have fun and to emulate the comics that inspire us, while at the same time preventing them from becoming so powerful that they make the game less fun for everyone concerned. This problem starts as soon as players begin designing characters. Providing guidelines for character creation, as discussed above, and making sure that they are strictly followed is usually a good step towards having a balanced campaign. An experienced GM will have an instinctive "feel" for what is balanced and what is unbalancingly powerful; a novice GM will have to develop this capacity through experience.

It is more difficult to maintain character balance over time, as the characters gain Experience Points and begin to grow in power. If you run on any kind of a regular basis, it won't be long before the players are chafing at the bit to increase their characters' power (which usually means, their dice of attack and their defense). They will start pestering you to increase the limits you placed on the campaign, to allow them to buy powers you forbid during the character creation process, and to buy powers and abilities that do not really fit their character, but that they discover to be particularly useful or effective through play (Acrobatics, Martial Arts, and various exotic defenses like Mental Defense and Power Defense, for example).

Resist the temptation to give in to the players' demands. True, you want them to have fun—but how much fun is the game going to be if it turns into an "arms race," with each PC scrambling to earn the Experience Points to buy +2D6 for their Energy Blast because Captain Courage just did the same thing? The emphasis of such a game often moves quickly away from role-playing and storytelling into materialistic attempts to earn copious Experience Points. (Of course, if you like this, there's not a thing wrong with it.)

However, at the same time, sooner or later some growth is going to have to be allowed. If the Rule of X and other campaign limits are never increased at all, what you will have after a year or two of campaigning are characters who meet the limits in all categories, who know every Skill in the book, and whose players are now trying to justify buying nifty new powers that they otherwise wouldn't consider sinking points into.

The key to controlling character growth is that such growth needs to be slow and closely monitored by the GM. When you feel the time is right, start increasing the campaign limits—but with little nudges, not wholesale raises. Whenever a player wants to buy something new for his character, require that he ask you about it first. Then think very carefully about the impact that the purchase will have on the campaign. An extra point of SPD doesn't sound like much, for example—but as any experienced *Champions* gamer will tell you, one little itty-bitty point of SPD can make all the difference in the world in many games.

Equally as important as careful monitoring is the willingness to make retroactive changes in characters. Sometimes a power doesn't seem unbalancing or overly effective at first blush, but the rigors of play reveal that it is, in fact, not something you want in your game. If so, tell the player (in a nonconfrontational way) that the power simply isn't working out and that he will have to change it. Stress the need to keep the game as a whole fun for everyone; good, mature gamers will be inclined to accept what you want to do. For the sake of fairness, make sure the players know in advance that you reserve the right to do this.

INCORPORATING COMPLICATIONS INTO THE STORY

Complications are storytelling tools—nothing more, and nothing less, than handles built onto a character to help the GM work him into the story he wants to tell. Stories revolve around conflict, whether it's the naked conflict of enemy duking it out with enemy, or the more subtle conflicts of Man versus Conscience, Love versus Duty, or Conformity versus Independence. Complications are built-in conflicts for the GM to use to craft his story. The conflicts in some—Enemies, Psychological Complications—are obvious; in others—Responsibilities, Physiological Limitations—they are less so, but just think about them for a while and you'll see them there.

One of the tricks to GMing is integrating Complications into the story in elegant ways. Anyone can integrate them crudely—“Sentinel's Hunted by Dr. Destroyer, right, Bob?” “Right.” “Okay, then, he's just attacked the U.N. and is demanding that you come fight him.” “Ulp.” See? That's not hard at all. But it's not a very good story, either. Rather than having Destroyer make a blatant, outright attack on Sentinel, the GM should strive to use Sentinel's Hunted to create an intriguing story that will be entertaining—and which will give him a chance to showcase Destroyer's fiendish evil. For example, the GM can create several scenarios in which Destroyer uses his power and influence to bedevil his nemesis from behind the scenes. Hired or brainwashed servants sent to test the character's power, criminal groups aided by Destroyer to strike

at and weaken Sentinel and his friends, a series of crimes through which Destroyer acquires the parts to build a device to exploit Sentinel's weaknesses—all of these offer more story potential than a simple attack. It's only after going through a long series of indirect mini-struggles against Destroyer that Sentinel and his teammates will finally get a crack at the man himself. Now that's a story. It's not Shakespeare, but it's much better gaming entertainment than a one-shot slugfest.

Other Complications can be treated similarly. For example, rather than using Psychological Complications as a means for gauging the effectiveness of Mind Control or determining a character's reactions in a limited set of circumstances, craft a story arc whose themes and moods revolve around that aspect of the character's psyche—what will it take to make him seriously consider

violating his Code Against Killing? How much does he really Love His Girlfriend? Is he really Amoral, or is it just a bitter facade hiding someone whose life experiences have made him afraid to trust and care anymore?

A whole book could be written about this subject; unfortunately there isn't enough space in this book to address each Complication and its potential benefits to the campaign in turn. Suffice it to say that you should take a careful look at them as a

storytelling tool, rather than a simple game mechanic. You won't be disappointed.



RUNNING THE CAMPAIGN

Okay, so you've got your world all set up, and the player characters have been created and are acceptable. What next?

EPISODIC VERSUS SERIAL CAMPAIGNS

First you have to consider a basic question—whether your campaign will be Episodic, Serial, or something in between. Episodic campaigns have no continuity from story to story. The characters are

the same, the settings are sometimes the same, but what happens in Game #1 has little or no effect on Game #2. Many older comics were like this: in one issue, half the city could be destroyed by Klorrgo the Smog Beast, and by the next issue the city was back to normal as if nothing had happened. Serial campaigns, by contrast, have very tight continuity and deeply interwoven plots. What happens in one game is very important to what happens in the next, since the games relate to one another and advance a greater story in tiny steps. If a player misses a game, or heaven forbid two, he will have difficulty picking back up again because he missed important chunks of the story. At the very least, he will need a lengthy explanation from the GM and other players about what went on.

Most gaming campaigns fall somewhere in between these two extremes. They have some continuity, but not so much that missing a couple of games is going to put a player hopelessly out of the loop. Some campaigns mix periods of Serial gaming—often referred to as “story arcs”—with more Episodic games, which serve as a “breather” from the more in-depth Serial games.

Obviously, a Serial game is going to require a lot more forethought from the GM, which is why he needs to decide what kind of game he is going to run before starting the campaign. A Serial game works best if a lot of the planning is done in advance. If the GM knows what is coming up two scenarios down the line, then he can begin planting clues and introducing the first tentative stirrings of the upcoming story now, rather than spring it full-blown on the players in a couple weeks. Of course, if you plan games in advance this way, you need to leave yourself a little leeway to pursue new stories that the PCs create as part of their adventures, and to counteract any PC activity which deviates too far from the planned storyline (a little deviation is usually good; too much and the campaign is ruined). Never expect the players to follow your storylines exactly; they'll surprise you at every turn if you do.

STORYTELLING

Role-playing games are about interactive storytelling: the GM and the players work together to create their own story, rather than reading or watching one created by someone else. Therefore a good GM will learn about the literary devices that make stories work, and use them.

THEME

The most important aspect to many stories is theme. Roughly speaking, theme is the special or distinctive concern of the campaign, or, to put it another way, the underlying subject of the campaign. Unlike plot—the main story being told in a particular scenario, series of scenarios, or campaign—theme is not usually obvious or straightforward; it stays in the background, occasionally coming to the foreground for brief discussion or attention by the players and their characters. “Stop Dr. Destroyer from taking over the world” is a plot; “what are the characters willing to sacrifice to stop Dr. Destroyer” is a theme. In a sense, you could think of theme as the “big questions” behind the various plots that the characters are involved in.

All good campaigns will have a theme or themes, though these may change over time. A campaign may start with a particular theme, only to have that theme change or mutate as the characters grow and some of the “big questions” are answered (if this is possible) or thoroughly explored. Some themes commonly seen in Champions campaigns include:

– **Heroism:** what does it mean to be a “hero”? What does it take to become one? Why is one character considered a hero, and another not?

– **Sacrifice:** what are the characters willing to give up or forego in order to achieve the goals of the campaign, and the goals they have set for themselves? If it's a choice between “doing the right thing” and giving up something the character really treasures, which will he choose?

– **Justice, Law, and “The System”:** what is the meaning of justice, and how does it differ from the law? Is it right for the characters to “take the law into their own hands,” or to decide

what justice should be meted out to a villain? Is it worthwhile to work within “the System”? Does might make right?

– **The Effects of Superpowers:** how does the existence of superpowers affect the world as a whole? How does it affect the characters who possess them?

MOOD AND ATMOSPHERE

Mood and atmosphere represent what the characters (and players) feel and think about what is going on in the scenario. If the players can “see” and “feel” what their characters are seeing and feeling, the GM is doing a good job of creating a mood and drawing the players into it. Creating mood and atmosphere is often difficult—after all, you're in a well-lit room, surrounded by your friends, with food and drink at hand. You're comfortable. Jerking the players' minds out of their surroundings so that they can feel the mood and place themselves within the story is difficult. Therefore, a good GM will often use props and other “tricks” to help create mood. Some examples include:

– **Handouts describing the world around the characters.** This helps foster a sense of verisimilitude and make the world come to life for the players. Handouts can include everything from “campaign newspapers” detailing what's going on in the fictional world, to scenario-specific clues (e.g., fabricated newspaper articles or legal documents containing information helpful to the PCs), to background information about subjects of special interest to the players.

– **Music.** Good music can do more to create a mood than just about anything else. Shop around for music that conveys certain feelings to you, then play it softly in the background during the game (instrumental soundtracks are often good sources of this sort of music).

– **Lighting.** Vary the lighting as appropriate to the scenario. If the characters are in a dim room, shut off all the lights but one or two. If the PCs are invading a wizard's sanctum or chasing down some mystic horror, try lighting the room with candles instead of electric lights.

– **Acting.** Use accents, changes of tone, changes of posture, and other “hooks” to help yourself get in character, and thus to portray that character well to your players.

– **Narration.** Describe scenes in detail, covering all five senses. Use analogies to bring home the impact of what the characters are seeing. Don't assume the players can visualize what you are visualizing; make sure that you're all on the same page by telling them exactly where they are, what it's like, and what they can perceive.

It almost goes without saying that a well-detailed world goes a long way towards creating mood and atmosphere, particularly if the world is unusual or strange (like many fantasy world or alternate dimensions). The more information the players have about the world, the more unique little details you can provide

them about it, the better they will be able to “sense” it, and to get in synch with its ambiance.

Don’t forget that players and their characters have five senses (at least!). Rather than limiting yourself to describing what they see, mention what they can hear, smell, feel, and possibly even taste. Sometimes a smell or slight noise can go much further towards conveying mood than a visual can.

NARRATION AND DESCRIPTIVE GAMEMASTERING

Not all aspects of the game have to involve dice-rolling—not even combat, necessarily. Instead, the GM can simply narrate or describe what is going on. This has several advantages: it speeds up play, it usually helps emphasize mood and role-playing, and it allows the GM greater control over what happens in the game. However, it also has some drawbacks: it deprives the participants of the objectivity of the rules, it robs the players/PCs of the feeling of accomplishment they get by doing something “on their own” with dice, and it allows the GM greater control over what happens in the game.

The key to using narration well is to use it at the proper moments with the proper players. Narration almost always works well when describing what the characters are perceiving (such as when they are surveilling a possible villain base or tossing an NPC’s room for clues), but less well in combat situations. Most players are not going to be willing to participate in narrated combat for fear of the GM taking advantage of the situation. However, if you can entice one or two to try it, and you do it fairly, they will learn how much fun it can be—and they’ll tell the others.

USE AND ABUSE OF THE RULES

No one should try to GM Champions, or any other game for that matter, without having a thorough understanding of the rules. Trying to play the game without knowing the rules is like trying to fly a plane without being able to read the instruments. As the creator of the world and arbiter of all that goes on within it, the GM must be well-versed in the rules governing play in that world, or the whole experience will be frustrating for everyone concerned. No game is likely to be enjoyable if the GM spends half the time flipping through the rule book looking for a particular rule. Furthermore, a GM who doesn’t know the rules well is leaving himself open to manipulation by players who do.

However, there is an extremely important caveat to this—don’t let the rules get in the way of having fun. If a particular rule is spoiling your fun, ignore it, discard it, or change it to suit you. One of the greatest things about role-playing games is that they allow you and your players to change the game to make it better for you—take advantage of it!

Similarly, don’t let “rules lawyers” among your players ruin everyone else’s fun. There have to be some rules, to make everything fair and consistent for everyone, and that in most situations the rules should be followed. But if Player A consistently comes up

with clever maneuvers or ideas that are fun but don’t strictly follow the rules, and Player B is constantly pointing out that rules are being violated and trying to stop what Player A is doing, then shut Player B up and let Player A charge ahead. Player B isn’t trying to do anything other than use his knowledge of the rules to exert power and authority over the other players and the GM—and the only person who enjoys that is Player B. If he is not willing to “go with the flow” and let the GM loosen the rules in the name of drama and storytelling, then he is more of a hindrance to the game than a help.

On a related note, don’t argue with players about the rules in mid-game. That only disrupts the story and slows the game down. Use your control and authority as GM to declare what the rule will be for now, and tell the players that if they want to discuss it or offer other options, to talk to you about it after the game.

PLAYING TO THE PLAYER CHARACTERS

As a GM, it will be all too easy to get caught up in your story, the great story you’ve got planned out, and want to make sure that’s the story that is told—no matter how many improbable plot twists you have to throw in or player actions you have to ignore to make sure that your story is the one that takes place. The problem with this is that the player characters are the focus of this story, and therefore they and their players are the most important elements in your story. The story should usually be slanted to suit them, not the other way around. Learning how to do this, and do it well, is one of the hardest things about good GMing.

The first and most important thing to do is to plan stories that your players and PCs will want to participate in without having to drag them along by a ring through their nose. There are plenty of ways to do this. First, work the PCs’ Complications into the story, as discussed above—if it’s someone’s archenemy, or girlfriend, or Vulnerability that’s involved, the PCs will have incentive to become involved. Second, make sure that each PC has his moment in the sun—a scenario in which he is the main character. One of the standard ways of doing this is to bring something from that character’s past back to haunt him—an old enemy he thought was dead, a long-lost love, anything like that. If the player has gone to the trouble of developing a “background story” for his character, then incorporate part of it into a scenario, allowing the PC to advance and to learn more about himself.

Second, learn to adapt your stories to the players’ cool and interesting ideas. Far too many GMs reject ideas that the players come up with in the middle of a story, simply because the players’ idea is different from what the GM has in mind. It doesn’t matter if the players’ solution to the mystery or combat situation is as good as, or better than, what the GM had in mind; the GM is determined to follow through with his story, and damn the consequences. This is wrong. The players and their characters are the focus of the story. If they come up with an idea that is as good as

(or better than) what you had planned or thought they would do, and you can adapt the story to conform to their ideas without ruining other parts of the story or making major changes in the campaign world, do it. The players will gain a great sense of accomplishment and lavish praise upon you for your excellent GMing—and you didn't have to do a thing but listen to them and react accordingly.

However, as a corollary to that, don't think that you always have to change to suit the players—if it would be too much trouble, or would cause major changes in the world or the NPCs, don't do it. Sometimes the players' ideas are based on misconceptions about the world and its characters, or they are acting on less than all of the relevant information. In that situation, the GM should stick to his guns and follow through with the story as planned.

Third, include opportunities for both role-playing and combat in your games. Few players or PCs want exclusively one or the other in their games. Think about your favorite comics stories, the ones you really like—how many of them are just combat, or just role-playing? Probably none; a good comic book story or movie mixes in both elements. Your games should, too.

One good way to foster role-playing is to use bluebooking, a concept introduced in Aaron Allston's *Strike Force*. Bluebooking is nothing more than writing out role-playing and conversations between characters, rather than acting them out. Sometimes players will be uncomfortable acting out some scenes (such as love scenes), or will want to keep some scenes private. This is a perfect opportunity to use bluebooking. Bluebooking also has the advantage of permanence; the GM keeps the written records of what went on, and can use them to create future scenarios.

HOW TO RUIN YOUR CAMPAIGN: THINGS THAT PLAYERS AND PLAYER CHARACTERS HATE

Most of this article was devoted to "Dos." This section discusses "Don'ts"—things you should do your best to avoid as a GM.

The first step to figuring out what the "Don'ts" are for your group is simple—get to know your players. At a basic level, find out how much gaming experience they have, how much experience they have with the Champions rules, what they generally like and dislike in a game, and what their level of maturity is. This last is particularly important; don't run complex dramas requiring ratio-

nal, mature responses and interaction from a group that mainly wants to beat up bad guys and considers "Beavis and Butthead" to be high culture.

With this in mind, here is a short list of "Don'ts" for Champions games:

1) **Don't take the PCs prisoner any more than necessary**—It is almost impossible to express just how much players hate to have their characters taken prisoner. They absolutely can't

stand it. You'll find this attitude even in mature players who ought to be more willing to go along with the story—players who are sufficiently familiar with the genre to know that getting taken prisoner happens frequently in the comics and is one of the primary ways to find out what the master villain is planning. Being taken prisoner represents losing, even if it's only temporary, and players hate that. So, don't take them prisoner any more than you have to. Sometimes it's necessary, and sometimes you can't help it, but don't plan to do it very often.

2) **Don't expose their Secret Identities:** It's a maxim of the genre that, despite how easy it would be to learn most heroes' Secret Identity, few villains ever do. That's part of the suspension of

disbelief that the genre requires. So, don't abuse that rule by having lots of villains learn who the PCs are in their civilian identities. Sometimes it's unavoidable or crucial to the story, and it can be dramatic, but don't do it any more than necessary. And remember: once a villain learns a hero's Secret Identity, usually one of two things happens to him: he suffers amnesia and forgets what he knows; or he gets killed.

3) **Don't mutilate their DNPCs:** Being a hero's DNPC is dangerous—the DNPC is likely to get attacked, injured, kidnapped, mind-controlled by aliens, used as a spell component by evil magicians, and otherwise abused. But DNPCs are usually something of a constant in a hero's life, and players like it this way. So, don't severely injure DNPCs or make major changes in them without the player's approval. A DNPC that spends most of the time in the hospital isn't any good to the player or to you.

4) **Don't treat the dice as God:** Sometimes dice are a necessary element of gaming—but they're not the be-all-and-end-all of it. Don't fall into the trap of thinking that what the dice say,



must be so. If the result dictated by the dice is not dramatic, or would substantially interfere with your story, ignore it.

5) **Don't let the PCs play "second fiddle" to NPCs:** Second only to having their characters taken prisoner, players hate having their characters play "second fiddle" to NPCs—or, even worse, having the NPCs rescue their PCs when the PCs are in trouble. The PCs are the focus of the story and the campaign; they shouldn't be overshadowed by NPCs. This is not to say that the PCs have to be the most powerful characters in the world. There can be NPCs more powerful than they are, even much more powerful. Such NPCs can be used as sources of information for the PCs, or as inspiration to show them what they are capable of becoming. Just don't rub the PCs' noses in their inferiority or have the NPCs outdo them at every turn. Keep the use of NPCs who are more powerful than the PCs to a minimum. This is very important to remember if you are running a game that has a group of NPC heroes, such as the Champions, in the same area as the PCs. The NPC group should not constantly outshine the PCs, or the PCs will get discouraged.

6) **Don't be unfair, biased, show favoritism, or obsessed with perfection:** This should go without saying, but unfortunately it doesn't. Too many GMs are all too liable to be biased towards, or show favoritism to, certain PCs. Maybe the GM likes that PC better, or maybe it's his girlfriend's PC, or maybe that PC just gives him more ideas for stories. Regardless, keep your approach to all of the PCs even and fair. Bend over backwards to make sure that all the PCs are treated the same. On a related note, when you're GMing, don't think that you have to be perfect or that you cannot admit that you were wrong. If the players catch you in a mistake, admit that you made the mistake and do what you can to correct it. Blatant ass-covering just makes the players think that no matter what they do, you the GM are going to keep them from accomplishing things.

7) **Don't prevent the players from doing what they want to do:** A good GM will always request feedback from his players, so that he can find out what they like and dislike about his game, what the players want to do in the game, and what sort of scenarios they like. Then he will take the players' requests and con-

structive criticism into account when designing stories and scenarios. A bad GM will do what he wants regardless of what the players like.

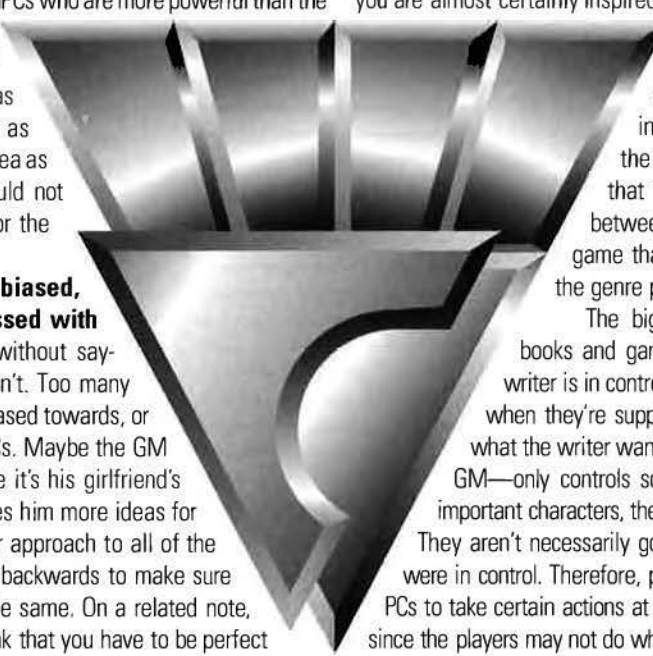
THE LIMITS OF GENRE SIMULATION

Every GM is inspired by certain genres. As a Champions GM, you are almost certainly inspired by comic books and the types of stories told in them. You will want to, and should, use the classic elements of comic books in your Champions stories. But at the same time, you need to be aware that there are important differences between the source material and your game that will keep you from simulating the genre perfectly.

The biggest difference between comic books and gaming is that in comic books, the writer is in control of all of the characters. They zig when they're supposed to zig, and zag when that's what the writer wants. But in gaming, the writer—the GM—only controls some of the characters. The most important characters, the PCs, are beyond his direct control. They aren't necessarily going to react as they would if he were in control. Therefore, planning scenarios that require the PCs to take certain actions at certain times can lead to disaster, since the players may not do what the GM wants them to.

Genre simulation is also limited by the need for game balance. Some comic book characters cannot be used in a game, because they are too powerful or because there is some other aspect to them that does not fit in a game. For example, no game character can be allowed to be invulnerable or unhittable, though there are comic book characters with those powers.

In short, don't use "genre simulation" as your yardstick in measuring how good your scenarios are. The differences between comic books and role-playing games make that an apples and oranges comparison.



COMING UP NEXT: HEROES AND VILLAINS: CHARACTER SHEETS FOR THE NEW MILLENNIUM!

NAME: **Quantum**

PLAYER: _____

VALUE	CHARACTERISTIC & 4TH ED CONVERSION
6	INT=[INT ÷3]
4	WILL=[EGO ÷3]
6	PRE=[PRE ÷3]
6	TECH=[(DEX+INT) ÷6]
9	REF=OCV
7	DEX=[DEX ÷3]
7	CON=[(PD+ED)÷4]
6	STR=[STR ÷3]* <small>*Super-STR=5</small>
8	BODY=[STUN ÷5]
6	MOVE=INCHES ÷1.5

13	SD=[CON x2]	12	RUN [MOVEx2]
15	ED=[CON x2]	18	SPRINT [MOVEx3]
5	SPD=[REF÷2]	6	SWIM [MOVEx1]
13	REC=[STR+CON]	6	LEAP [MOVEx1]
70	END=[CON x10]	12	RESISTANCE [WILLx3]
40	STUN=[BODY x5]		STUN TAKEN
40	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **65**

COMPLICATIONS BASE [50]+ PTS

Secret Identity: Joanne Amos (Infrequent, Strong, Major)	8
Follows Code of Law (Frequent, Strong, Major)	10
Protective of Normals (Frequent, Strong, Major)	10
Hunted by VIPER (Access to Powerful Weapons, Worldwide, Capture)	17
Dependent: Samuel Corland, Attorney & Boyfriend (Constant, Weaker, Minor)	5

THE CHAMPIONS COMMUNICATOR:

This is a *gadget*, a little head-set radio that can be grabbed away, smashed, destroyed, etc. It functions as **High Range Radio Hearing**, but only costs 1 PP. If lost or destroyed, it must be replaced at the Champions' HQ.

Experience	COMPLICATIONS TOTAL 100
	EXPERIENCE SPENT +
	TOTAL COST 100



PTS	POWERS	END
1	Champions Communicator*	
8	Flight: 30 m/y per phase w/ x4 NCM	3
10	Force Field: +25 KD & EKD	5
6	Absorption vs. Energy Attacks 6D6 to END	
12	Electromagnetic Multipower	
2m	Lightning Bolt: 11D6 Energy Blast (EB)	5
2m	Gravitic Grip: 8 STR TK	6
2m	Electronic Disruption: 10D6 Ranged Killing Attack	6
2m	Electric Burst: 6 phases Flash to all Sight Group	5
2	Power Defense: 10 points	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
4	Hand-to-Hand: 2	11
E	Firearms: 4	13
4	Use Power (Electromagnetic Multipower): 4	13
2	Evade HTH: 4	11
1	Evade Melee: 1	8
4	Evade Ranged: 4	13
5	Criminology: 5	11
5	Forensic Medicine: 5	11
6	Deduction: 6	12
5	Paramedic: 5	11
3	Perception: 5	11
7	Tactics: 7	13
6	Bureaucrats: 6	12
6	Conversation: 6	12
4	Persuasion: 6	12
6	Streetwise: 4	12
6	Expert (Guard Procedures): 6	12
4	Expert (Paranormal Law): 4	10
4	Local Expert: (Bay City): 6	12
5	Perk (Leader of the Champions)	
3	Perk (Guard Police Powers)	
E	Concentration: 2	6
E	Education: 2	8
E	Athletics: 2	9
E	Teacher: 2	8

82	SKILLS COST
8	OPTION COST
47	POWER COST [TOTAL POINTS= 45]
24	OFFENSIVE X / DEFENSIVE X 24



COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
MYDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
OFF. MOD	0	-2	-4	-6	-6 (-1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

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NAME: **Seeker**

PLAYER: _____

VALUE	CHARACTERISTIC & 4TH ED CONVERSION
7	INT=[INT ÷3]
6	WILL=[EGO ÷3]
6	PRE=[PRE ÷3]
7	TECH=[(DEX+INT) ÷6]
10	REF=OCV
10	DEX=[DEX ÷3]
9	CON=[(PD+ED)÷4]
8	STR=[STR ÷3]* <small>*STR<5-STR,5</small>
9	BODY=[STUN ÷5]
8	MOVE=INCHES ÷1.5

20	SD=[CON x2]	26	RUN [MOVEx2]
16	ED=[CON x2]	39	SPRINT [MOVEx3]
6	SPD=[REF÷2]	8	SWIM [MOVEx1]
17	REC=[STR+CON]	18	LEAP [MOVEx1]
90	END=[CON x10]	18	RESISTANCE [WILLx3]
45	STUN=[BODY x5]		STUN TAKEN
45	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **80**

COMPLICATIONS BASE [50]+ Pts

Secret Identity: Adam Hunter (Infrequent, Strong, Major)	8
Honorable (Frequently, Severe, Extreme)	25
Outsider (Frequent, From a very distant place, Major)	10
Armor Only works when aware of attack and able to move (Infrequent, Strong, Major)	7 (8)

Experience	COMPLICATIONS TOTAL	100
	EXPERIENCE SPENT +	37
	TOTAL COST	100
37		



PTS	POWERS	END
1	Champions Communicator	
2	Night vision: Ultraviolet Vision	
2	Keen Senses: Discriminatory Hearing & Smell	
2	Keen Senses: Enhanced Perception +4	
4	Reading the Wind: Targeting Sense (Hearing)	
8	Attack Slipping: Armor: 16 KD & 16 EKD	
1	Superleap: +10 m/y	2
2	Running: +10 m/y Run; +15 m/y Sprint	3
2	Find Weakness w/ Basic Strike; Skill: 10	
2	Perfect Body: Lack of Weakness: +10	
2	Perfect Mind: Mental Defense: 10 pts.	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
16	Martial Arts: Kung Fu	
3	Hand-to-Hand: 5	15
3	Melee Weapons: 3	13
3	Ranged Weapons: 3	13
2	Hand-to-Hand Evade: 3	12
2	Melee Evade: 2	12
2	Ranged Evade: 2	12
4	Acrobatics: 4	14
4	Athletics: 6	16
4	Climbing: 4	12
6	Stealth: 6	16
4	Paramedic: 4	11
5	Deduction: 5	12
4	Survival: 4	11
4	Inventor: 4	11
4	Science (Biology): 4	11
4	Science (Organic Chemistry): 4	11
5	Science (Genetic Engineering): 5	11
4	Science (Biophysics): 4	11
4	Science (Sports Medicine): 4	11
5	Language (Mandarin): 5	12
5	Language (German): 5	12
5	Language (Japanese): 5	12
4	Local Expert (Southeastern Asian Islands): 4	11
4	Expert (Martial Arts Styles): 4	11
3	Longevity	
3	Handsome	
3	Direction Sense	
3	Blind Reaction	
10	Derived Stats: +1 SPD	
6	Katana (See Weapons)	
3	Throwing Blades (See Weapons)	
5	Modified Mauser (See Weapons)	
3	Perk (Member of the Champions)	

108	SKILLS COST
39	OPTION COST
28	POWER COST [TOTAL POINTS= 45]
24	OFFENSIVE X / DEFENSIVE X 25



COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE					
RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
MYDS	40 OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
OFF. MOD	0	-2	-4	-6	-6 (+1)**

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE			
ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES
Katana	+2 WA	4 DC	2	8 DC with Str; Killing
Throwing Blades	+0 WA	3 DC	—	Killing; Silent
Modified Mauser	+0 WA	5 DC	—	Killing

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NAME: **Solitaire**

PLAYER: _____

VALUE	CHARACTERISTIC & 4TH ED CONVERSION
7	INT=[INT ÷3]
10	WILL=[EGO ÷3]
5	PRE=[PRE ÷3]
5	TECH=[(DEX+INT) ÷6]
7	REF=OCV
6	DEX=[DEX ÷3]
7	CON=[(PD+ED)÷4]
4	STR=[STR ÷3]* <small>*SUPERS=STR÷5</small>
8	BODY=[STUN ÷5]
6	MOVE=INCHES ÷1.5

12	SD=[CON x2]	18	RUN [MOVEx2]
18	ED=[CON x2]	21	SPRINT [MOVEx3]
4	SPD=[REF÷2]	6	SWIM [MOVEx1]
11	REC=[STR+CON]	6	LEAP [MOVEx1]
70	END=[CON x10]	27	RESISTANCE [WILLx3]
40	STUN=[BODY x5]		STUN TAKEN
40	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **65**

COMPLICATIONS BASE [50]+ PTS

Secret Identity: Shannon Havelock (Infrequent, Strong, Major)	8
Sworn Defender of Mankind (Frequent, Severe, Major)	13
Curious; driven to probe the Mysteries of Time and Space (Infrequent, Extreme, Major)	13
Enemy: The Brotherhood Arcane (Access to powerful powers, Worldwide, Capture)	17

NON-ATTACK POWERS IN MULTIPOWERS

It is possible to put non-attack powers into a Multipower. However, remember that you can only use one slot of a Multipower in a Phase, so if you had your movement, attack, and defense in the Multipower, you'd be in big trouble. In general, you should keep your main defense and movement outside of a Multipower.

Experience	COMPLICATIONS TOTAL 100
	EXPERIENCE SPENT +
	TOTAL COST 100

CHAMPIONS



PTS	POWERS	END
1	Champions Communicator	
1	Sense Magic: Mental Awareness	
10	Force Field: 23 KD & 27 EKD	5
5	Flight: 25 m/y	3
13	Magic Multipower	
2m	Mystic Bolt: 11D6 Affects Desolid	6
2m	Mystic Blast: 9D6 EB	5
2m	Hermetic Bonds: 5D6 Entangle, PD of 15	5
2m	Wall of Force: Force Wall, 22 KD & 22 EKD in a wall 11m wide	5
2m	Grasping Hands: TK STR 6	4
2m	Scrying: Clairvoyance Normal Sight, x128 Range	
2	Ego Defense: 10 pts.	
1	Power Defense: 5 pts.	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
E	Hand-to-Hand: 2	9
4	Use Magic Multipower: 4	11
5	Concentration: 7	17
2	Evade Hand-to-Hand: 4	10
4	Evade Melee: 4	10
4	Evade Range: 4	10
4	Contortionist: 3	9
4	Sleight of Hand: 4	10
3	Stealth: 3	9
3	Mimicry: 3	8
4	Cryptography: 4	11
4	High Society: 4	9
7	Expert (Magic): 7	14
6	Expert (World of Magic): 6	13
5	Expert (Brotherhood Arcane): 5	12
6	Expert (The Lodge): 6	13
3	Expert (Places of Power): 3	101
6	Language (Latin): 6	13
6	Language (Samarkan): 6	13
4	Language (Atlantean): 4	11
3	Language (Kor): 3	10
3	Beautiful	
5	Perk (Fourth-Circle Master of the Lodge): 4	
5	Perk (Member of the Champions): 4	
3	Wealth: 3	
E	Perception: 2	9
E	Education: 2	9
E	Persuasion: 2	7
E	Athletics: 2	8
E	Teacher: 2	9
E	Local Expert (Bay City): 2	9

87	SKILLS COST
13	OPTION COST
45	POWER COST [TOTAL POINTS= 45]
24	OFFENSIVE X / DEFENSIVE X 23



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COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
MYDS	4W OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+1")

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

NAME: **Defender**

PLAYER: _____

VALUE	CHARACTERISTIC & 4TH ED CONVERSION
6	INT=[INT ÷3]
4	WILL=[EGO ÷3]
5	PRE=[PRE ÷3]
5	TECH=[(DEX+INT) ÷6]
8	REF=OCV
8	DEX=[DEX ÷3]
7	CON=[(PD+ED)÷4]
8	STR=[STR ÷3]*
8	BODY=[STUN ÷5]
6	MOVE=INCHES ÷1.5

14	SD=[CON x2]	12	RUN [MOVEx2]
14	ED=[CON x2]	18	SPRINT [MOVEx3]
4	SPD=[REF÷2]	6	SWIM [MOVEx1]
15	REC=[STR+CON]	6	LEAP [MOVEx1]
70	END=[CON x10]	12	RESISTANCE [WILLx3]
40	STUN=[BODY x5]		STUN TAKEN
40	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **65**

COMPLICATIONS BASE [50]+ Pts

Secret Identity: Glen Harmon (Infrequent, Strong, Major)	8
Limited Power: All powers & Talents marked ** come from Powered Armor that can be taken away from Defender if he is unconscious; they may also be damaged or destroyed. Outside of the armor, Defender is REF 5, DEX 5, CON 5, STR 5, & BODY 5	35
Impulsive (Infrequent, Mild, Minor)	2
Dependent: Team Defender (Constant, Weaker, Minor)	5

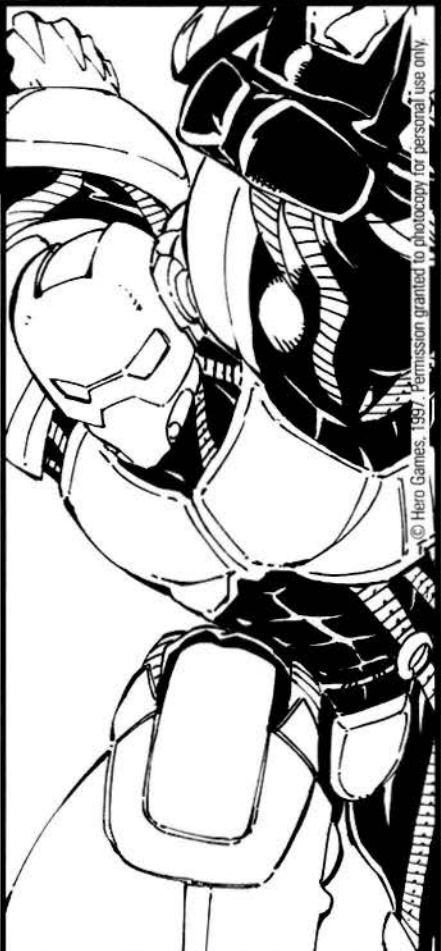
Experience	COMPLICATIONS TOTAL	100
	EXPERIENCE SPENT +	
	TOTAL COST	100



PTS	POWERS	END
1	Champions Communicator	
15	Powered Armor: Armor 30 KD & 30 EKD*	
5	Sensor Suite: 360° Radar Sense*	
4	Self-Contained Environment: Life Support — Need not Breathe, Safe Environment: Vacuum/High Pressure; Extreme Heat/Cold	
8	Back and Boot Jets: Flight 30 m/y w/ 4x NCM*	3
11	Weapons Multipower*	
2m	Sonic Blaster: 11D6 Energy Blast	5
2m	Laser: 9D6 Ranged Killing Attack	5
2m	Mini-Missiles: 9D6 Explosion	5
3	Sub-Space Radio: Mind Link, any one mind*	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
E	Hand-to-Hand: 2	10
4	Use Attacks Multipower: 4	12
E	Hand-to-Hand Evade: 2	10
2	Melee Evade: 2	10
2	Ranged Evade: 2	10
7	Mechanics: 7	12
3	Electronics: 3	8
3	Computer Programming: 3	8
3	Security Systems: 3	8
4	Systems Operations (Armor): 4	9
3	Athletics: 5	13
5	Professional (Football): 5	13
4	Acting: 4	9
3	Local Expert (Bay City): 5	11
2	Expert (Bay City University): 2	8
3	Eidetic Memory*	
3	Lightning Calculator*	
3	Direction Sense*	
3	Time Sense*	
E	Perk (Member of the Champions): 3	8
E	Perception: 2	10
E	Perception with Radar: (Use System Operations (Armor) Skill)	6
E	Concentration: 2	8
E	Education: 2	7
E	Persuasion: 2	8
E	Teacher: 2	

45	SKILLS COST
15	OPTION COST
53	POWER COST [TOTAL POINTS= 45]
23	OFFENSIVE X / DEFENSIVE X 24



COMBAT ACTIONS (AKA MANEUVERS)			
ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF; 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE					
RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
MYDS	4M OR <	10 OR <	50 OR <	51 OR >	>LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50myds past listed range

HIT LOCATION TABLE			
ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **Doctor Destroyer**

PLAYER:



THE CHARACTER SHEETS

VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
12	INT=[INT ÷3]	
8	WILL=[EGO ÷3]	
10	PRE= [PRE ÷3]	
10	TECH=[(DEX+INT) ÷6]	
11	REF=OCV	
10	DEX=[DEX ÷3]	
10	CON=[(PD+ED)÷4]	
13	STR=[STR ÷3]*	
16	BODY=[STUN ÷5]	
10	MOVE=INCHES ÷1.5	
20	SD=[CON x2]	20 RUN [MOVEx2]
20	ED=[CON x2]	30 SPRINT [MOVEx3]
6	SPD=[REF÷2]	10 SWIM [MOVEx1]
23	REC=[STR+CON]	10 LEAP [MOVEx1]
100	END=[CON x10]	24 RESISTANCE [WILLx3]
80	STUN=[BODY x5]	STUN TAKEN
80	HITS=[BODY x5]	HITS TAKEN

CHARACTERISTICS COST: **110**

COMPLICATIONS BASE [50]+ PTS

Limited Power: All powers marked '*' come from armor that can be taken away from Dr. Destroyer if he is unconscious; they may also be damage or destroyed. (Infrequent, Extreme, Major)	13
Reputation: World's Most Powerful Super Villain (Constant, Everyone Recognizes Him, Extreme)	25
Megalomania (Constant, Extreme, Extreme)	35
Master Villain Complex [Reveals Plans, Toys with Heroes, Elaborate Schemes, Can't Resist a Challenge, etc.], Frequent, Severe, Major)	13
Will Not Lie or Break True Oath (Infrequent, Severe, Extreme)	25
Enemy: The Champions (As Powerful, Single Area, Capture)	8

Experience

COMPLICATIONS TOTAL **169**
EXPERIENCE SPENT +
TOTAL COST **169**

PTS	POWERS	END
14	Powered Armor: Armor: 28 KD & 28 EKD*	
2	Powered Armor: High Ranged Radio Hearing*	
2	Powered Armor: 360° Vision*	
2	Powered Armor: See in the Dark*	
3	Powered Armor: Knockback Resistance: -15 m/y*	
7	Life Support — Need not breathe, Safe Environments: Vacuum/High Pressure, Extreme Heat/Cold, Radiation, Immune to Disease & Aging	
16	Gate Key Power Multipower	
2m	Electro-Force Blast: 14D6 Affects Desolid	8
2m	Cosmic Burst: 12D6 Armor Piercing Blast	7
2m	Death-Beam: 12D6 Ranged Killing Attack	7
2m	Power Chains: 8D6 Entangle, PD of 24	8
2m	Black Light: Flash, 8 Phases to all Sight Group	7
38	Gate Transport: Teleportation 50 m/y w/ 8x Mass & 2,000,000x Distance, 10 Fixed Locations, 3 Floating Locations	5
2	Mental Defense: 10 pts.	
2	Flash Defense (Sight): 10 pts.	
1	Power Defense: 5 pts.	
1	Lack of Weakness: +5	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
2	Hand-to-Hand: 4	15
2	Melee Weapons: 2	13
4	Use Gate Key Power Multipower: 4	15
1	Evade Hand-to-Hand: 3	13
3	Evade Melee: 3	13
3	Evade Ranged: 3	13
8	Cryptography: 8	20
4	Paramedic: 4	16
4	High Society: 4	14
4	Interrogation: 4	14
6	Oratory: 6	16
6	Computer Programming: 6	16
6	Electronics: 6	16
6	Inventor: 6	16
6	Mechanics: 6	16
8	Science (Archaeology): 8	20
8	Science (Biology): 8	20
8	Science (Medicine): 8	20
8	Professional (Pianist): 8	20
8	Expert (Chess): 8	20
10	Education: 10	22
8	Expert (Paranormals): 8	20
10	Perk (Minister of Berannya): 10	
14	Weath: 14	
3	Handsome	

123 SKILLS COST
27 OPTION COST
100 POWER COST [TOTAL POINTS= 100]
31 OFFENSIVE X / DEFENSIVE X 35

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Blood	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
MYDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

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NAME: **The Black Paladin**

PLAYER: _____



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VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
7	INT=[INT ÷3]	
7	WILL=[EGO ÷3]	
8	PRE= [PRE ÷3]	
8	TECH=[(DEX+INT) ÷6]	
10	REF=OCV	
10	DEX=[DEX ÷3]	
8	CON=[(PD+ED)÷4]	
12	STR=[STR ÷3]*	
13	BODY=[STUN ÷5]	
7	MOVE=INCHES ÷1.5	
16	SD=[CON x2]	14 RUN [MOVEx2]
16	ED=[CON x2]	21 SPRINT [MOVEx3]
4	SPD=[REF÷2]	7 SWIM [MOVEx1]
20	REC=[STR+CON]	7 LEAP [MOVEx1]
80	END=[CON x10]	21 RESISTANCE [WILLx3]
65	STUN=[BODY x5]	STUN TAKEN
65	HITS=[BODY x5]	HITS TAKEN

CHARACTERISTICS COST: **90**

COMPLICATIONS BASE [50]+ Pts

Limited Power: All powers marked '*' come from Magic/Techno Armor that can be taken away from the Black Paladin if he is unconscious; they may also be damaged or destroyed. Outside of the armor, the Black Paladin is REF 5, DEX 5, CON 5, STR 5, & BODY 5 (Infrequent, Extreme, Extreme)	25
Secret Identity: Jason Barrett (Infrequent, Strong, Major)	8
Enemy: The Champions (As Powerful, Single Area, Capture)	8
Vain and Overconfident (Frequent, Severe, Major)	13
Plays at Honor (Frequent, Strong, Major)	10
Vulnerability: 1 1/2x Stun from White (Good)	8
Magic Attacks (Infrequent, Common, Major)	
Vulnerability: 1 1/2x Hits from White (Good)	8
Magic Attacks (Infrequent, Common, Major)	

PTS	POWERS	END
1	Instant Change: to armor	
12	Magic Armor: Armor 24 KD & 24 EKD*	
4	Magic Armor: Life Support — Need not breathe, Safe Environments: Vacuum/High Pressure, Extreme Heat/Cold*	
13	Weaponry Multipower*	
2m	Concussive Blast: 13D6 Energy Blast	6
2m	Steel-Cable Grenade: 7D6 Entangle, PD of 21	7
2m	Insta-Freeze Disk Launcher: 11D6 Armor Piercing Blast	7
2m	Stun Ray Mini-Gun: 4D6 Ranged STUN Drain	6
2m	Visor Flash: Flash, 4 Phases vs. All Sight	7
2m	The Black Blade: 5D6 Hand-to-Hand Killing Attack (10D6 w/ STR)	8
2	Mental Defense: 10 pts.*	
2	Power Defense: 10 pts.*	
1	Flash Defense (Sight): 5 pts.*	XX
1	Lack of Weakness: +5*	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
1	Hand-to-Hand: 3	13
3	Melee Weapons: 3	13
3	Use Weaponry Multipower: 3	13
E	Evade Hand-to-Hand: 2	12
2	Evade Melee: 2	12
2	Evade Ranged: 2	12
4	Ride (Horse): 4	14
6	Ride (Dragon): 6	16
6	Tactics: 6	13
5	Computer Programming: 5	13
5	Demolitions: 5	13
5	Electronics: 5	13
5	Inventor: 5	13
5	Mechanics: 5	13
5	Weaponsmith (Armor's Weaponry): 5	13
5	Oratory: 5	13
5	Seduction: 5	13
5	Expert (Chivalry): 5	12
5	Expert (Super Heroes): 5	12
5	Expert (Sword Techniques): 5	12
5	Science (Advanced Weaponry): 5	12
5	Science (Power Sources): 5	12
5	Language (German): 5	12
3	Handsome	

97	SKILLS COST	
3	OPTION COST	
48	POWER COST [TOTAL POINTS=	48]
26	OFFENSIVE X / DEFENSIVE X	30

Experience	COMPLICATIONS TOTAL	105
	EXPERIENCE SPENT +	
	TOTAL COST	105

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

COMBAT ACTIONS (AKA MANEUVERS)			
ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE					
RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE			
ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **The Black Magus**

PLAYER: _____



VALUE	CHARACTERISTIC & 4TH ED CONVERSION
8	INT=[INT ÷3]
9	WILL=[EGO ÷3]
8	PRE=[PRE ÷3]
4	TECH=[(DEX+INT) ÷6]
7	REF=OCV
7	DEX=[DEX ÷3]
4	CON=[(PD+ED)÷4]
2	STR=[STR ÷3]* <small>*SUPER-STR=5</small>
7	BODY=[STUN ÷5]
5	MOVE=INCHES ÷1.5

8	SD=[CON x2]	5	RUN [MOVEx2]
8	ED=[CON x2]	8	SPRINT [MOVEx3]
4	SPD=[REF÷2]	3	SWIM [MOVEx1]
6	REC=[STR+CON]	3	LEAP [MOVEx1]
40	END=[CON x10]	27	RESISTANCE [WILLx3]
35	STUN=[BODY x5]		STUN TAKEN
35	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **61**

COMPLICATIONS BASE [50]+ PTS

Bad Rep: The Former Black Paladin (Frequent, Always Recognized, Major)	10
Enemy: The Lodge (More Powerful, Worldwide, marked for Death)	30
Overbearing Arrogance (Frequent, Severe, Major)	13
Ruthless (Frequent, Severe, Major)	13
Reduced Mobility: Limps; Walks with a cane (Frequently, Mobility is reduced by half, Extreme)	20

Experience	COMPLICATIONS TOTAL	136
	EXPERIENCE SPENT +	
	TOTAL COST	136

PTS	POWERS	END
10	Mystic Shield: Force Field: 25 KD & 25 EKD	5
14	Magic Multipower	
2m	Mystic Bolt: 14D6 Energy Blast	7
2m	Mystic Blast: 12D6 Ranged Killing Attack	7
2m	Hermetic Bonds: 7D6 Entangle, PD of 21	7
2m	Wall of Force: Force Wall, 22 KD & EKD in a wall 11m wide	5
2m	Grasping Hands: Telekinesis STR 8, Fine Manipulation	7
2m	Screaming: Clair-sentience Normal Sight, x128 Range	7
3	Mental Defense: 15 pts.	
2	Power Defense: 10 pts.	
1	Flash Defense (Sight): 5 pts.	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
E	Hand to Hand: 2	9
5	Use Magic Multipower: 5	12
2	Evade Hand-to-Hand: 4	11
4	Evade Melee: 4	11
4	Evade Ranged: 4	11
6	Sleight of Hand: 6	13
6	Cryptography: 6	14
9	Expert (Magic): 9	17
6	Expert (Brotherhood Arcane): 6	14
6	Expert (Demonology): 6	14
4	Expert (The Lodge): 4	12
6	Expert (Places of Power): 6	14
4	Expert (The Shadow Realm): 4	12
6	Language (Latin): 6	14
6	Language (Samarkan): 6	
6	Language (Kor): 6	14
6	Language (Atlantean): 6	
6	Language (German): 6	14
6	Language (Arabic): 6	
10	Wealth: 10	
5	Perk (Member of the Brotherhood Arcane)	

98	SKILLS COST
15	OPTION COST
42	POWER COST [TOTAL POINTS= 42]
26	OFFENSIVE X / DEFENSIVE X 23

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +10 damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	-3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
OFF. MOD	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

NAME: **Malais the Dragon**

PLAYER: _____



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VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
9	INT=[INT ÷3]	
8	WILL=[EGO ÷3]	
12	PRE=[PRE ÷3]	
2	TECH=[(DEX+INT) ÷6]	
9	REF=OCV	
6	DEX=[DEX ÷3]	
14	CON=[(PD+ED) ÷4]	
16	STR=[STR ÷3]*	
16	BODY=[STUN ÷5]	
10	MOVE=INCHES ÷1.5	
28	SD=[CON x2]	20 RUN [MOVEx2]
28	ED=[CON x2]	30 SPRINT [MOVEx3]
5	SPD=[REF ÷2]	30 SWIM [MOVEx1]
30	REC=[STR+CON]	10 LEAP [MOVEx1]
140	END=[CON x10]	24 RESISTANCE [WILLx3]
80	STUN=[BODY x5]	STUN TAKEN
80	HITS=[BODY x5]	HITS TAKEN

CHARACTERISTICS COST: **102**

COMPLICATIONS BASE [50]+ Pts

Enemy: The Shadow Realm (As powerful, Limited Area, Marked for death)	20
Distinctive Features: A Dragon!! (Constant, Not Concealable, Extreme)	30
Huge and Massive: 8m long, 25 tons; doesn't fit in most places (Constant, Severe, Extreme)	30
Loves games; a real gambler (Infrequent, Strong, Major)	8
Honorable, won't lie (Frequent, Strong, Major)	10

PTS	POWERS	END
1	Dragon Sight: Ultraviolet Vision	
7	Dragon Scent: Discriminatory, Tracking, Targeting Smell	
11	Dragon Hide: Armor 22 KD & 22 EKD	
1	Extra Limb: Tail	
6	Knockback Resistance: -30 m/y	
4	Life Support: Need not Breathe, Immune to aging and disease	
2	Swimming: +20 m/y	3
8	Dragon Wings: Flight: 40 m/y	4
4	Dragon Wings: Supersonic Flight: Mach 2	*
12	Dragon Attacks Multipower	
2m	Claws/Bite: 6D6 Hand-to-Hand Killing Attack* (12D6 with Strength)	2+
2m	Fire Breath: 12D6 Energy Blast	6
2m	Fire Cloud: 10D6 Explosion	6
3	Ego Defense: 15 pts.	
2	Power Defense: 10 pts.	
2	Lack of Weakness: +10	

PTS SKILLS, TALENTS, & PERKS AV/DV

2	Hand-to-Hand: 4	13
4	Use Dragon Attacks Multipower: 4	13
E	Hand-to-Hand Evade: 2	8
2	Melee Evade: 2	8
4	Ranged Evade: 4	10
6	Mimicry: 6	18
6	Oratory: 6	18
6	Seduction: 6	18
10	Gambling: 10	12
7	Expert (Dragon Lore): 7	16
7	Expert (Magic): 7	16
6	Expert (Games of Chance): 6	15
3	Direction Sense	15

Experience	COMPLICATIONS TOTAL	148
	EXPERIENCE SPENT +	
	TOTAL COST	148

60	SKILLS COST	
3	OPTION COST	
69	POWER COST [TOTAL POINTS=	69]
29	OFFENSIVE X / DEFENSIVE X	28

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
OFF. MOD	0	-2	-4	-6	-6 (+-1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **Mechanon**
 PLAYER: _____



VALUE	CHARACTERISTIC & 4TH ED CONVERSION
8	INT=[INT ÷3]
7	WILL=[EGO ÷3]
9	PRE= [PRE ÷3]
12	TECH=[(DEX+INT) ÷6]
9	REF=OCV
8	DEX=[DEX ÷3]
14	CON=[(PD+ED) ÷4]
14	STR=[STR ÷3]* <small>*Sum=STR-5</small>
18	BODY=[STUN ÷5]
10	MOVE=INCHES ÷1.5

28	SD=[CON x2]	20	RUN [MOVEx2]
28	ED=[CON x2]	30	SPRINT [MOVEx3]
5	SPD=[REF÷2]	10	SWIM [MOVEx1]
28	REC=[STR+CON]	10	LEAP [MOVEx1]
140	END=[CON x10]	21	RESISTANCE [WILLx3]
90	STUN=[BODY x5]		STUN TAKEN
90	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **109**

COMPLICATIONS BASE [50]+ Pts

Distinctive Features: Living Robot (Constant, Not Concealable, Extreme)	30
10' Tall and Massive (Freq., Strong, Major)	10
Megalomaniac (Constant, Extreme, Major)	18
Sworn to Enslave Humanity (Freq., Strong, Major)	10

PTS	POWERS	END
9	Robotic Body: Armor 18 KD & 18 EKD	
4	Knockback Resistance: -20 m/y	
2	High Range Radio Hearing	
1	Infrared Vision	
2	360° Vision	
8	Life Support: Full	
15	Robotic Weapons Multipower	
2m	Electric Blast: 15D6 Energy Blast	7
2m	Disintegration Beam: 13D6 Ranged Killing Attack	7
2m	Photonic Beam: 13D6 Affects Desolid	7
2m	Ionic Containment: 7D6 Entangle, PD 21	7
2m	Explosive Blast: 11D6 Area Attack in 11m radius	7
2m	Rocket Flight: 40 m/y Flight w/ x32 NCM	4
2m	Mechanical Control: 15D6 Mind Control vs. Computers & Mechanical Devices Only	7
2	Ego Defense: 10 pts.	
1	Flash Defense (Sight): 5 pts.	
2	Power Defense: 10 pts.	
1	Lack of Weakness: +5	

PTS SKILLS, TALENTS, & PERKS AV/DV

2	Hand-to-Hand: 4	13
3	Use Robotic Weapons Multipower: 3	12
E	Hand-to-Hand Evade: 2	10
2	Melee Evade: 2	10
2	Ranged Evade: 2	10
5	Interrogation: 5	14
5	Oratory: 5	14
5	Persuasion: 5	14
8	Computer Programming: 8	20
5	Electronics: 5	17
7	Inventor: 7	17
5	Mechanics: 5	17
6	Security Systems: 6	18
7	Science (Ancient Kraan Tech): 7	15
7	Science (Computer Science): 7	15
7	Science (Cybernetics): 7	15
7	Science (Robotics): 7	15
10	Wealth: 10	
3	Eidetic Memory	
3	Lightning Calculator	
3	Speed Reader	

Experience	COMPLICATIONS TOTAL	118
	EXPERIENCE SPENT +	
	TOTAL COST	118

83	SKILLS COST	
19	OPTION COST	
61	POWER COST [TOTAL POINTS=	69]
27	OFFENSIVE X / DEFENSIVE X	34

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Dfl per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE M/YDS	RANGE TABLE			
	MELEE 4M OR <	CLOSE 10 OR <	MEDIUM 50 OR <	LONG 51 OR >
OFF. MOD	0	-2	-4	-6 (-1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **Grond**

PLAYER: _____



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VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
2	INT=[INT ÷3]	
4	WILL=[EGO ÷3]	
9	PRE=[PRE ÷3]	
2	TECH=[(DEX+INT) ÷6]	
6	REF=OCV	
4	DEX=[DEX ÷3]	
15	CON=[(PD+ED)÷4]	
18	STR=[STR ÷3]* <small>*SUPER=STR+5</small>	
20	BODY=[STUN ÷5]	
10	MOVE=INCHES +1.5	
30	SD=[CON x2]	20 RUN [MOVEx2]
30	ED=[CON x2]	30 SPRINT [MOVEx3]
3	SPD=[REF÷2]	30 SWIM [MOVEx1]
33	REC=[STR+CON]	40 LEAP [MOVEx1]
150	END=[CON x10]	12 RESISTANCE [WILLx3]
100	STUN=[BODY x5]	STUN TAKEN
100	HITS=[BODY x5]	HITS TAKEN

CHARACTERISTICS COST: **90**

COMPLICATIONS BASE [50]+ Pts

Bad Rep: Grond (Always Recognized, Severe, Extreme)	30
Big and Heavy: Grond stands 12' tall and masses 4x a normal human's mass (Constantly, Strong, Major)	13
Berserker when tricked or extremely annoyed (Infrequent, Attack anyone in range until subdued, Extreme)	25

PTS	POWERS	END
12	Armor: 24 KD & EKD	
6	Knockback Resistance: -30 m/y	
1	Extra Limbs: 2 extra arms	
2	Hold Breath: Need not Breathe (up to 1 hour)	
2	Immune to Disease & Aging	
3	Safe Environments: Heat/Cold; Vacuum/High Pressure; High Radiation	
5	Superleap: +30 m/y w/ x4 NCM	4
2	Swimming: +10 m/y	3
2	Lack of Weakness: +10	
1	Mental Defense: 5 pts.	
1	Flash Defense (Sight): 5 pts.	
2	Power Defense: 10 pts.	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
3	Hand-to-Hand: 5	9
E	Hand-to-Hand Evade: 2	6
3	Ambidexterity	
3	Blind Reaction	

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to -3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

Experience	COMPLICATIONS TOTAL 118
	EXPERIENCE SPENT +
	TOTAL COST 118

3	SKILLS COST
6	OPTION COST
39	POWER COST [TOTAL POINTS= 39]
29	OFFENSIVE X / DEFENSIVE X 30

RANGE TABLE					
RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
MYDS	4m OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+-1*)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

HIT LOCATION TABLE			
ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: Lady Blue

PLAYER: _____



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VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
9	INT	= [INT ÷ 3]
5	WILL	= [EGO ÷ 3]
6	PRE	= [PRE ÷ 3]
9	TECH	= [(DEX+INT) ÷ 6]
9	REF	= OCV
9	DEX	= [DEX ÷ 3]
7	CON	= [(PD+ED) ÷ 4]
5	STR	= [STR ÷ 3]*
11	BODY	= [STUN ÷ 5]
4	MOVE	= INCHES ÷ 1.5
14	SD	= [CON x2]
8	RUN	[MOVEx2]
14	ED	= [CON x2]
12	SPRINT	[MOVEx3]
5	SPD	= [REF ÷ 2]
4	SWIM	[MOVEx1]
16	REC	= [STR+CON]
4	LEAP	[MOVEx1]
70	END	= [CON x10]
15	RESISTANCE	[WILLx3]
55	STUN	= [BODY x5]
	STUN TAKEN	
55	HITS	= [BODY x5]
	HITS TAKEN	

CHARACTERISTICS COST: 74

COMPLICATIONS BASE [50] + Pts

Doesn't Lie; Keeps her Word (Infrequent, Severe, Extreme)	20
Secret Identity: Margaret Trevail (Infrequent, Strong, Major)	8
Enemy: The Guard (Access to Powerful Equipment, Single Country, Imprison)	15
Vulnerability: 1 1/2x Stun from Laser Attacks (Infrequent, Uncommon, Major)	5
Vulnerability: 1 1/2x Hits from Laser Attacks (Infrequent, Uncommon, Major)	5

PTS	POWERS	END
2	High Range Radio Hearing	
10	Force Field: 25 KD & 25 EKD	5
9	Flight: 30 m/y w/ x8 NCM	3
11	Telekinesis: STR 6 w/ Fine Manipulation	5
12	Gravitonic Powers Multipower	
2m	Gravitonic Blast: 12D6 Energy Blast	6
2m	Gravitonic Burst: 8D6 Area Attack in a 8m radius	6
2m	Gravitonic Personal Energy Field: Density Increase, 6 Levels (+6 STR, SD, ED, -12 m/y Knockback, x64 Mass	3
2	Power Defense: 10 pts.	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
E	Hand-to-Hand: 2	11
3	Use Gravitonic Powers Multipower: 3	12
E	Hand-to-Hand Evade: 2	11
4	Melee Evade: 2	11
2	Ranged Evade: 2	11
5	Criminology: 5	14
4	Paramedic: 4	13
4	Tactics: 4	13
4	Conversation: 4	10
4	High Society: 4	10
7	Seduction: 7	13
5	Computer Programming: 5	14
4	Electronics: 4	13
6	Inventor: 6	15
5	Security Systems: 5	14
5	Science (Physics): 5	14
5	Science (Computer Science): 5	14
5	Science (Elec. Engineering): 5	14
5	Science (Powered Armor): 5	14
5	Science (Quantum Physics): 5	14
4	Expert (Super Villains): 4	13
4	Expert (Super-Heroes): 4	13
3	Beautiful	
3	Speed Reading	
3	Lightning Calculator	
3	Eidetic Memory	
2	Favor (Fennis of Eurostar): 4	
3	Favor (Menton of VIPER): 6	

90	SKILLS COST	
17	OPTION COST	
50	POWER COST [TOTAL POINTS= 50]	
24	OFFENSIVE X / DEFENSIVE X	27

Experience	COMPLICATIONS TOTAL	103
	EXPERIENCE SPENT +	
	TOTAL COST	103

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE					
RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE			
ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **Bora**

PLAYER: _____



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VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
6	INT=[INT ÷3]	
3	WILL=[EGO ÷3]	
5	PRE=[PRE ÷3]	
8	TECH=[(DEX+INT) ÷6]	
8	REF=OCV	
8	DEX=[DEX ÷3]	
8	CON=[(PD+ED) ÷4]	
3	STR=[STR ÷3]*	
9	BODY=[STUN ÷5]	
4	MOVE=INCHES ÷1.5	
16	SD=[CON x2]	8 RUN [MOVEx2]
16	ED=[CON x2]	12 SPRINT [MOVEx3]
4	SPD=[REF÷2]	4 SWIM [MOVEx1]
11	REC=[STR+CON]	4 LEAP [MOVEx1]
80	END=[CON x10]	9 RESISTANCE [WILLx3]
45	STUN=[BODY x5]	STUN TAKEN
45	HITS=[BODY x5]	HITS TAKEN

CHARACTERISTICS COST: **62**

COMPLICATIONS BASE [50]+ PTS

Secret Identity: Irene Bertholt (Infrequent, Strong, Major)	8
Enraged when Homeland is Insulted (Infrequent, Severe, Major)	10
Uncontrollable Change: Temperament (Frequent, Severe, Minor)	4
Vengeful (Frequent, Extreme, Major)	15
Enemy: The Champions (As Powerful, Single Area, Capture)	8

PTS	POWERS	END
1	Eurostar Communicator	
1	Wind Sense: Spatial Awareness	
1	Instant Change: to Costume	
1	Safe Environment: Extreme Heat/Cold	
9	Flight: 30 m/y w/ x8 NCM	3
10	Force Field: 25 KD & 25 EKD	5
12	Change Environment: to Wind, Fog, Rain, Snow, etc. in 64 m/y radius	6
13	Weather Powers Multipower	
2m	Lightning Blast: 13D6 Energy Blast	6
2m	Lightning Barrage: 9D6 Area Attack in 9m radius	6
2m	Freezing Blast: 10D6 Armor Piercing Blast	6
2m	Frozen Ice: 6D6 Entangle, PD 18	6
2m	Greater Wind: TK STR 8	6
2	Power Defense: 10 pts.	6

PTS SKILLS, TALENTS, & PERKS AV/DV

E	Hand-to-Hand: 2	10
4	Use Weather Powers Multipower: 4	12
1	Evade Hand-to-Hand: 3	11
3	Evade Melee: 3	11
3	Evade Ranged: 3	11
5	High Society: 5	10
5	Electronics: 5	13
5	Computer Programming: 5	13
5	Mechanics: 5	13
5	Security Systems: 5	13
5	Science (Computer Science): 5	11
5	Science (Electronic Engineering): 5	11
5	Science (Electronic Security): 5	11
5	Mechanical Engineering: 5	11
E	Language (German): Native	
6	Language (English): 6	12
6	Language (Esperanto): 6	12
9	Wealth: 9	

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	NA	-3	Grab something. Both are at -3 Defense
Run	-2	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

Experience	COMPLICATIONS TOTAL	95
	EXPERIENCE SPENT +	
	TOTAL COST	95

68	SKILLS COST	
9	OPTION COST	
64	POWER COST [TOTAL POINTS=	64]
25	OFFENSIVE X / DEFENSIVE X	25

RANGE TABLE					
RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
OFF. MOD	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

HIT LOCATION TABLE			
ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **White Flame**

PLAYER: _____

VALUE	CHARACTERISTIC & 4TH ED CONVERSION
8	INT=[INT ÷3]
7	WILL=[EGO ÷3]
8	PRE=[PRE ÷3]
4	TECH=[(DEX+INT) ÷6]
9	REF=OCV
9	DEX=[DEX ÷3]
7	CON=[(PD+ED) ÷4]
6	STR=[STR ÷3]* <small>*Super-STR=5</small>
10	BODY=[STUN ÷5]
6	MOVE=INCHES ÷1.5

14	SD=[CON x2]	12	RUN [MOVEx2]
14	ED=[CON x2]	18	SPRINT [MOVEx3]
5	SPD=[REF÷2]	6	SWIM [MOVEx1]
13	REC=[STR+CON]	6	LEAP [MOVEx1]
70	END=[CON x10]	21	RESISTANCE [WILLx3]
50	STUN=[BODY x5]		STUN TAKEN
50	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **74**

COMPLICATIONS BASE [50]+ Pts

Secret Identity: Lord Jonathon	8
Dunwich (Infrequent, Strong, Major)	
Snob (Frequent, Strong, Minor)	4
Curious about magic (Frequent, Severe, Major)	13
Show-off & Talkative (Constant, Severe, Major)	15
Enemy: The Champions (As Powerful, Single Area, Capture)	8
Vulnerability: 1 1/2x Stun from White (Good) Magic Attacks (Infrequent, Common, Major)	8
Vulnerability: 1 1/2x Hits from White (Good) Magic Attacks (Infrequent, Common, Major)	8

NOTE ON FORCE FIELDS:

You've probably noticed that White Flame's Force Field has a higher EKD than KD. That's because he is better at sucking up energy attacks. To represent this, we paid an extra point for 5 pts. of Force Field, and shifted them all over into EKD. You can do this with Armor and Force Wall as well, in any campaign that uses Energy Defense.

Experience	COMPLICATIONS TOTAL	114
	EXPERIENCE SPENT +	
	TOTAL COST	114



PTS	POWERS	END
1	Eurostar Communicator	
1	Infrared Vision	
2	Instant Change	
8	Flight: 40 m/y	4
4	Supersonic Flight: Mach 2	*
11	Force Field: 25 KD & 30 EKD	5
13	Flame Powers Multipower	
2m	Flame Blast: 13D6 Energy Blast	6
2m	Flame Burst: 11D6 Explosion	6
2m	Nova-Heat: 11D6 Ranged Killing Attack	6
2m	Solar Flare: Flash, 6 Phases vs. All Sight	5
3	Power Defense: 15 pts.	
2	Flash Defense (Sight): 10 pts.	
8	Danger Sense, any attack made against White Flame; Skill of 14	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
E	Hand-to-Hand: 2	11
3	Melee: 3	12
3	Firearms: 3	12
3	Use Powers (Multipower): 3	12
1	Hand-to-Hand Evade: 3	12
3	Melee Evade: 3	12
3	Range Evade: 3	12
6	Riding: 6	15
4	Gambling: 4	8
6	High Society: 6	14
6	Oratory: 6	14
6	Persuasion: 6	14
5	Expert (British Law): 5	13
5	Expert (Fencing): 5	13
5	Expert (The Occult): 5	13
5	Professional (British Noble): 5	13
5	Professional (Land Manager): 5	13
5	Local Expert (Monte Carlo): 5	13
6	Seduction: 6	14
5	Perk (Diplomatic Immunity): 5	
2	Perk (Member of the Brotherhood Arcane): 5	
2	Perk (British Lord): 2	
8	Wealth: 8	

80	SKILLS COST	
20	OPTION COST	
61	POWER COST [TOTAL POINTS=	61]
25	OFFENSIVE X / DEFENSIVE X	27



COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **Pantera**

PLAYER: _____



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VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
4	INT	=[INT ÷3]
5	WILL	=[EGO ÷3]
7	PRE	=[PRE ÷3]
3	TECH	=[(DEX+INT) ÷6]
11	REF	=OCV
11	DEX	=[DEX ÷3]
12	CON	=[(PD+ED) ÷4]
10	STR	=[STR ÷3]* <small>*Surrender-STR:5</small>
11	BODY	=[STUN ÷5]
10	MOVE	=INCHES ÷1.5
24	SD	=[CON x2]
20	RUN	[MOVEx2]
24	ED	=[CON x2]
30	SPRINT	[MOVEx3]
6	SPD	=[REF ÷2]
10	SWIM	[MOVEx1]
22	REC	=[STR+CON]
30	LEAP	[MOVEx1]
120	END	=[CON x10]
15	RESISTANCE	[WILLx3]
55	STUN	=[BODY x5]
	STUN TAKEN	
55	HITS	=[BODY x5]
	HITS TAKEN	

CHARACTERISTICS COST: **84**

COMPLICATIONS	BASE [50]+ PTS
Likes Stealing Pretty Things (Frequent, Extreme, Major)	15
Berserker at sight of blood (Frequent, Severe, Extreme)	25
Distinctive Features: Fur, Tail (Constant, Conceal w/ Disguise, Extreme)	25
Enemy: The Champions (As Powerful, Single Area, Capture)	8

POWERS NOTE:
Remember that when you purchase a Hand-to-Hand Killing Attack (HKA), you get to add STR dice (up to twice the DC of the HKA) to the attack. Generally, you don't need to buy a lot of HKA to get an effective attack. Also, remember to factor in the additional STR damage when figuring your Rule of X calculations.

Experience	COMPLICATIONS TOTAL 123
	EXPERIENCE SPENT + _____
	TOTAL COST 123

PTS	POWERS	END
1	Eurostar Communicator	
1	Clinging	
1	Armor: 12 KD & 12 EKD	
1	Ultraviolet Vision	
7	Targeting, Tracking, Discriminatory Smell	
1	Enhanced Per: +2 to PER Checks	
1	Extra Limb: Tail	
1	Immune to Disease	
6	Claws: 4D6 Hand-to-Hand Killing Attack (8D6 with STR added in)	7
2	Superleap: +20 m/y	3
1	Lack of Weakness: +5	
1	Power Defense: 5 pts.	
5	Find Weakness w/ STR & Claws, Skill of 12	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
2	Hand-to-Hand: 4	15
2	Hand-to-Hand Evade: 3	14
3	Melee Evade: 3	14
2	Ranged Evade: 2	13
5	Acrobatics: 5	16
4	Contortionist: 4	15
7	Stealth: 7	18
6	Disguise: 6	9
6	Mimicry: 6	13
6	Ventriloquist: 6	13
5	Seduction: 5	12
6	Animal Handler: 6	10
6	Professional (Singer): 6	10
E	Language (French): Native	
4	Language (English): 4	8
5	Language (Esperanto): 5	9
3	Language (German): 3	7
3	Beautiful	
3	Double Jointed	
3	Perfect Pitch	
3	Light Sleeper	

71	SKILLS COST
12	OPTION COST
33	POWER COST [TOTAL POINTS= 33]
25	OFFENSIVE X / DEFENSIVE X 30

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4m or <	10 or <	50 or >	51 or >	> LISTED RANGE
OFF. MOD	0	-2	-4	-6	-6 (+1*)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

NAME: **Le Sone**

PLAYER: _____

VALUE	CHARACTERISTIC & 4TH ED CONVERSION
7	INT=[INT ÷3]
5	WILL=[EGO ÷3]
4	PRE=[PRE ÷3]
9	TECH=[(DEX+INT) ÷6]
8	REF=OCV
8	DEX=[DEX ÷3]
5	CON=[(PD+ED) ÷4]
6	STR=[STR ÷3]*
9	BODY=[STUN ÷5]
7	MOVE=INCHES ÷1.5

10	SD=[CON x2]	14	RUN [MOVEx2]
10	ED=[CON x2]	21	SPRINT [MOVEx3]
4	SPD=[REF ÷2]	7	SWIM [MOVEx1]
13	REC=[STR+CON]	7	LEAP [MOVEx1]
50	END=[CON x10]	15	RESISTANCE [WILLx3]
45	STUN=[BODY x5]		STUN TAKEN
45	HITS=[BODY x5]		HITS TAKEN

CHARACTERISTICS COST: **68**

COMPLICATIONS BASE [50]+ Pts

Limited Power: All powers marked '*' come from gadgets that can be taken away from Le Sone if he is unconscious; they may also be damaged or destroyed. (Infrequent, Extreme, Extreme)	25
Embittered and angry; no faith in authorities (Frequent, Severe, Major)	13
Unlucky (Frequent, Costly or dangerous misfortunes, Major)	10
Distinctive Features: Scarred Face (Frequent, Concealable, Major)	8
Dependent: Wife (Briggett Truffaut) (Infrequent, Weaker than self, Major)	8
Enemy: The Champions (As Powerful, Single Area, Capture)	8

Experience	COMPLICATIONS TOTAL	122
	EXPERIENCE SPENT +	
	TOTAL COST	122



PTS	POWERS	END
1	Eurostar Communicator	
12	Armored Costume: Armor 24 KD & 24 EKD*	
5	Head Gear: 360° Active Sonar*	
13	Sonic Attacks Multipower	
2m	Sonic Blast: 13D6 Energy Blast	6
2m	Sonic Boom: 11D6 Explosion	6
2m	Sonic Deafening: Flash, 6 Phases vs. Hearing Group	5
2m	Sonic Pulverization: 11D6 Ranged Killing Attack	6
2	Power Defense: 10 pts.	
1	Flash Defense (Hearing): 5*	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
2	Hand-to-Hand: 4	10
4	Use Sonic Attacks Multipower: 4	12
3	Firearms: 3	11
2	Evade Hand-to-Hand: 4	12
4	Evade Melee: 4	12
4	Evade Ranged: 4	12
12	Martial Arts: Karate	
4	Climbing: 4	10
5	Lockpicking: 5	14
4	Stealth: 4	12
4	Concealment: 4	11
6	Streetwise: 6	10
6	High Society: 6	10
6	Research: 6	13
4	Security Systems: 4	13
6	Professional (Spy): 6	13
4	Expert (Spy Networks): 4	11
4	Expert (Interpol): 4	13
4	Expert (International Intrigue): 4	13
E	Language (French): Native	
6	Language (English): 6	13
6	Language (Esperanto): 6	13
6	Language (German): 6	13
6	Language (Spanish): 6	13
3	Longevity	
3	Perfect Pitch	
3	Perk (International Weapons Permit): 3	
5	Wealth: 5	

112	SKILLS COST
14	OPTION COST
42	POWER COST [TOTAL POINTS= 42]
25	OFFENSIVE X / DEFENSIVE X 26



COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
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Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
M/YDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
Off. Mod	0	-2	-4	-6	-6 (+1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50m/yds past listed range

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

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NAME: **Mentalla**

PLAYER: _____



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VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
6	INT	= [INT ÷ 3]
10	WILL	= [EGO ÷ 3]
5	PRE	= [PRE ÷ 3]
4	TECH	= [(DEX+INT) ÷ 6]
7	REF	= OCV
6	DEX	= [DEX ÷ 3]
7	CON	= [(PD+ED) ÷ 4]
3	STR	= [STR ÷ 3]* <small>*Super=STR-5</small>
7	BODY	= [STUN ÷ 5]
5	MOVE	= [INCHES ÷ 1.5]
14	SD	= [CON x2]
14	ED	= [CON x2]
4	SPD	= [REF ÷ 2]
10	REC	= [STR+CON]
70	END	= [CON x10]
35	STUN	= [BODY x5]
35	HITS	= [BODY x5]
10	RUN	[MOVEx2]
15	SPRINT	[MOVEx3]
5	SWIM	[MOVEx1]
5	LEAP	[MOVEx1]
30	RESISTANCE	[WILLx3]
	STUN TAKEN	
	HITS TAKEN	

CHARACTERISTICS COST: **60**

COMPLICATIONS BASE [50]+ Pts

Secret Identity: Isabella Medina (Infrequent, Strong, Major)	8
Lacks Confidence (Frequent, Severe, Major)	13
Rival: Menton of VIPER (Infrequent, Extreme, Major)	13
Flighty Manner, Rich and Uncaring (Frequent, Strong, Major)	10
Enemy: The Champions (As Powerful, Single Area, Capture)	8

Experience	COMPLICATIONS TOTAL	102
	EXPERIENCE SPENT +	79
	TOTAL COST	20

PTS	POWERS	END
1	Eurostar Communicator	
6	Mind Link, any mind, x8	
12	Telekinesis, STR 8	6
10	Force Field: 25 KD & 25 EKD	6
13	Mind Scan: 13D6	6
14	Mental Powers Multipower	
2m	Mental Attack: 7D6	7
2m	Mind Control: 14D6	7
2m	Mental Illusions: 14D6	7
2m	Telepathy: 14D6	7
2m	Ranged Drain: 4D6 EGO	6
2m	Astral Manipulation: Desolidification	4
2m	Telekinetic Missile Reflection: vs. all ranged physical attacks	
6	Telekinetic Flight: 30 m/y	3
3	Ego Defense: 15 pts.	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
E	Hand-to-Hand: 2	9
5	Concentration: 5	15
E	Use Missile Deflection: 5	12
7	Use Mind Scan: 7	17
E	Evade Hand-to-Hand: 2	8
2	Evade Melee: 2	8
2	Evade Ranged: 2	8
4	Riding (Horses): 4	10
4	Stealth: 4	10
6	High Society: 6	11
5	Expert (Horses): 5	11
3	Expert (Jet Set): 3	9
E	Language (Spanish): Native	
7	Language (English): 7	13
7	Language (Esperanto): 7	13
8	Wealth: 8	

COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +1D damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects
Abort	NA	NA	Interrupt opponent's turn to use DEF action
Aim	+1	NA	Add +1 per phase to attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab.
Disarm	NA	NA	Knock weapon from Opponent's Hand
Dive for Cover	NA	NA	Dodge Area Attack at +2 Diff per each myd
Draw & Attack	-3	NA	Draw & fire in one action at penalty
Entangle	NA	NA	Immobilize opponent, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics roll
Haymaker	-3	NA	Go all out! +3 dice damage to regular.
Move Thru	-2	NA	Full Combat Move and HTH attack
Move By	-2	NA	Full Combat Move and HTH attack
Recover	NA	-5	Get Stun back equal to REC score
Sweep/Trip	NA	NA	Opponent falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later.

RANGE TABLE

RANGE	MELEE	CLOSE	MEDIUM	LONG	EXTREME
MYDS	4M OR <	10 OR <	50 OR <	51 OR >	> LISTED RANGE
OFF. MOD	0	-2	-4	-6	-6 (-1**)

*Up to Listed range of Weapon ** Plus -1 for every full 50myds past listed range

HIT LOCATION TABLE

ROLL	LOCATION	EFFECT	MODS
3-5	Head	2x damage	-6
6	Hand/Forepaws	1/2 damage	-4
7-8	arms/forelimbs	1/2 damage	-3
9	shoulders	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 damage	-5
13	vitals	1.5 damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb	1/2 damage	-3
17-18	feet/hindpaws	1/2 damage	-4

WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

NAME: **Scourge**

PLAYER: _____

VALUE	CHARACTERISTIC & 4TH ED CONVERSION	
5	INT=[INT ÷3]	
5	WILL=[EGO ÷3]	
5	PRE=[PRE ÷3]	
7	TECH=[(DEX+INT) ÷6]	
11	REF=OCV	
10	DEX=[DEX ÷3]	
7	CON=[(PD+ED) ÷4]	
8	STR=[STR ÷3]*	
9	BODY=[STUN ÷5]	
7	MOVE=INCHES ÷1.5	
22	SD=[CON x2]	14 RUN [MOVEx2]
22	ED=[CON x2]	21 SPRINT [MOVEx3]
6	SPD=[REF÷2]	7 SWIM [MOVEx1]
15	REC=[STR+CON]	17 LEAP [MOVEx1]
70	END=[CON x10]	15 RESISTANCE [WILLx3]
45	STUN=[BODY x5]	STUN TAKEN
45	HITS=[BODY x5]	HITS TAKEN

CHARACTERISTICS COST: **74**

COMPLICATIONS BASE [50]+ Pts

Secret Identity: Carlo Romanov (Infrequent, Strong, Major)	8
Enjoys Combat & Fighting (Frequent, Strong, Major)	10
Honorable; Word is Bond (Infrequent, Severe, Major)	10
Will not harm children (Infrequent, Extreme, Extreme)	25
Enemies: VIPER (Access to powerful equipment, Worldwide, Marked for death)	35
Limited Power: All powers marked "*" come from gadgets that can be taken away from Scourge if he is unconscious; they may also be damaged or destroyed. (Infrequent, Extreme, Major)	13
Enemy: The Champions (As Powerful, Single Area, Capture)	8
Vulnerability: 1 1/2x STUN from Magnetism Attacks (Infrequent, Uncommon, Major)	5
Vulnerability: 1 1/2x HITS from Magnetism Attacks (Infrequent, Common, Major)	5

Experience	COMPLICATIONS TOTAL	169
	EXPERIENCE SPENT +	
	TOTAL COST	169



PTS	POWERS	END
1	Eurostar Communicator	
1	Ultraviolet Vision	
5	Armored Costume: Armor 10 KD & 10 EKD*	
1	Superleap: +10 m/y	2
1	Cybernetic Whip: Extra Limb*	
4	Cybernetic Whip: Stretching, 8 m/y*	2
3	Cybernetic Whip: Swinging: 30 m/y*	0
10	Cybernetic Whip Multipower*	
2m	Whip Slash: 5D6 Hand-to-Hand Killing Attack (10D6 w/ STR)	10
2m	Whip Blind: Flash, 4 phases vs. all Sight	4
2m	Whip Snap: Missile Deflections, all attacks	
2	Mental Defense: 10 pts.	

PTS	SKILLS, TALENTS, & PERKS	AV/DV
E	Hand-to-Hand: 2	13
2	Melee: 2	13
2	Use Cybernetic Whip: 2	13
2	Firearms: 2	13
2	Use Missile Deflection: 5	16
E	Hand-to-Hand Evade: 2	12
2	Melee Evade: 2	12
2	Ranged Evade: 2	12
16	Martial Arts: Streetfighting	
5	Climbing: 5	13
5	Acrobatics: 5	15
5	Stealth: 5	15
4	Navigation: 4	9
5	Paramedic: 5	10
6	Interrogation: 6	11
6	Streetwise: 6	11
5	Demolitions: 5	12
5	Weaponsmith (Guns): 5	12
E	Language (Russian): Native	11
6	Language (English): 6	11
6	Language (Esperanto): 6	11
6	Expert (Criminals): 6	11
6	Expert (Weaponry): 6	11
6	Professional (Mercenary Officer): 6	11
3	Ambidexterity	
3	Blind Reaction	
3	Handsome	
3	Light Sleeper	
3	Simulate Death	
20	Derived Stats: +8 SD & ED	

104	SKILLS COST
35	OPTION COST
34	POWER COST [TOTAL POINTS= 34]
25	OFFENSIVE X / DEFENSIVE X 25



COMBAT ACTIONS (AKA MANEUVERS)

ACTION	OM	DM	EFFECT
Attack	NA	NA	Strike, shoot, kick at -1 penalty, +10 damage
Block	NA	NA	Stop any 1 attack w/ successful roll
Dodge	NA	+3	Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down
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WEAPON/ATTACK	MODIFIERS	DC /STUN	STR MIN	NOTES

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